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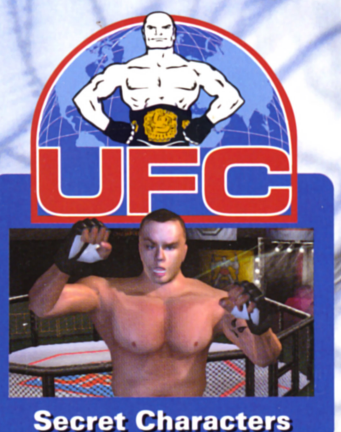
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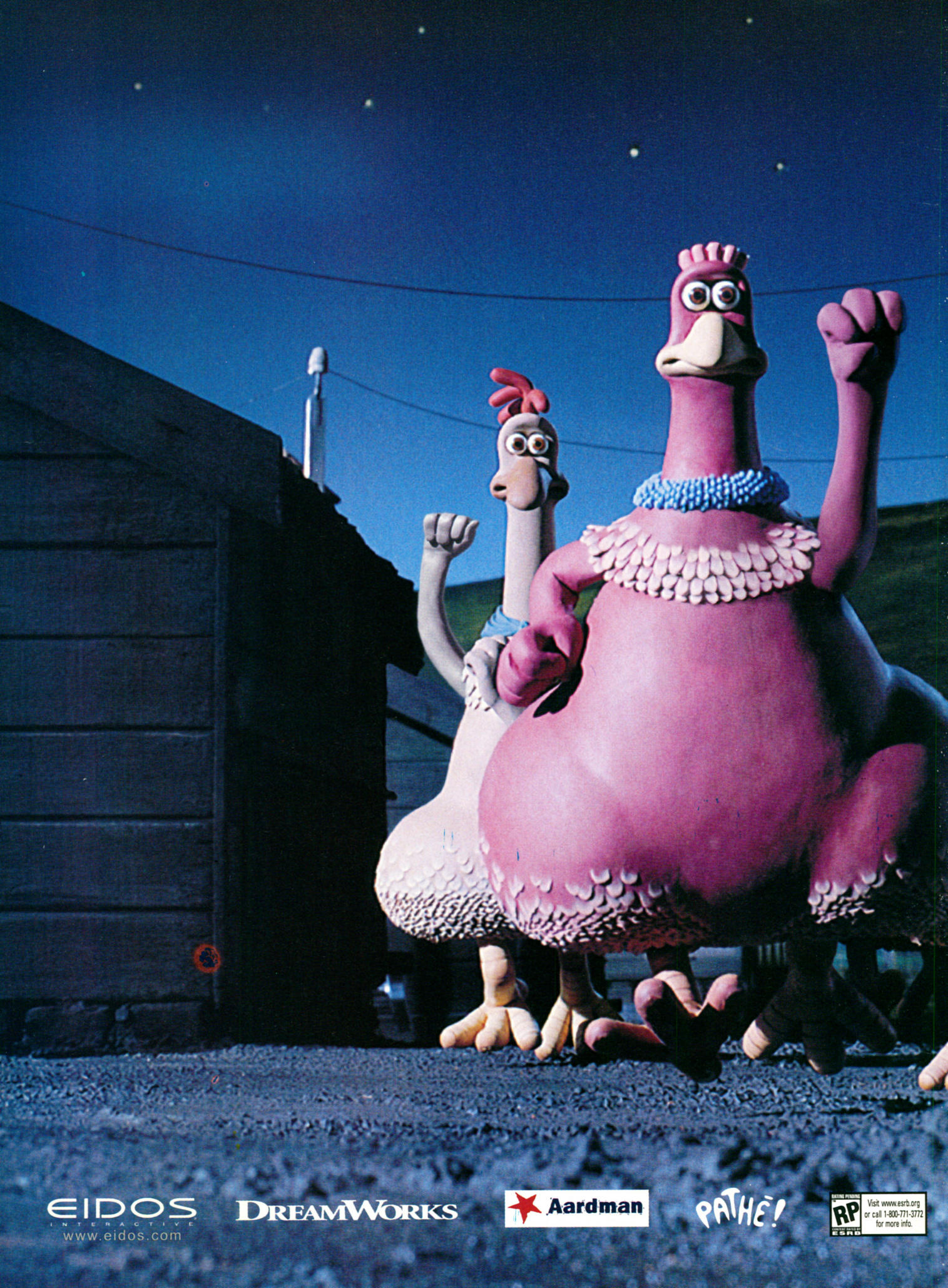

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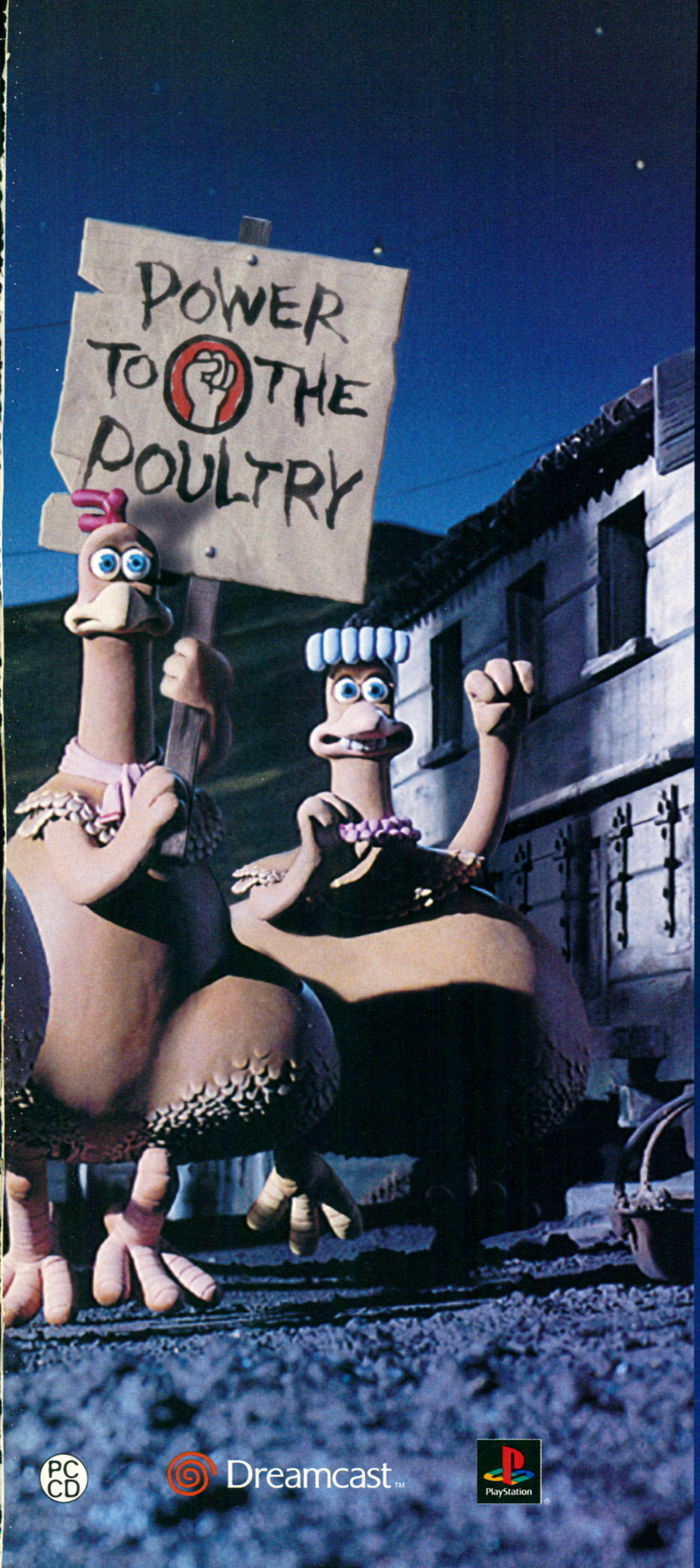


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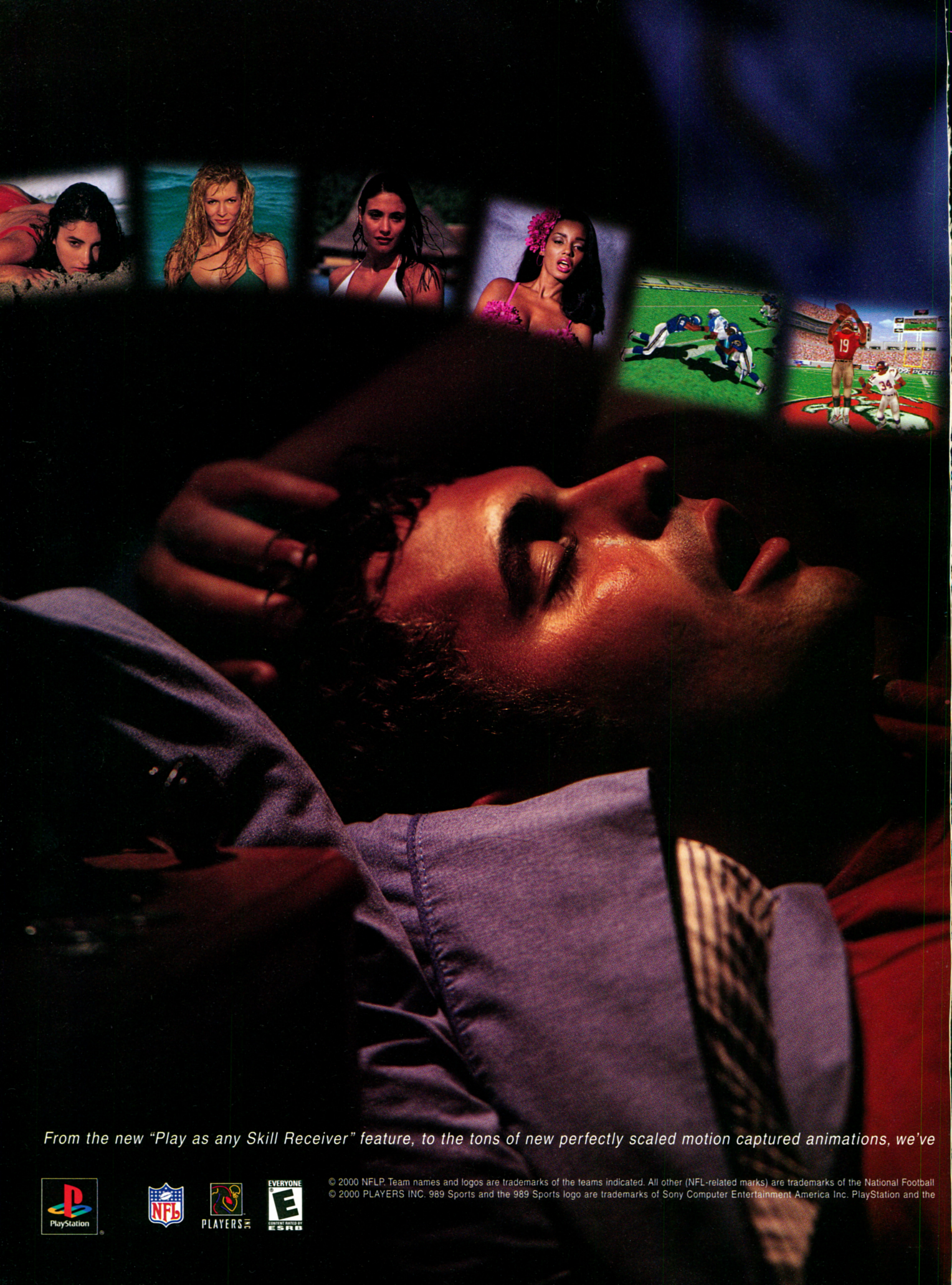
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There's no reason for you to be standing there in the store, pawing through this magazine with your grubby little hands, trying to remember all of the codes or writing them on your palm. Come on, don't be a cheapskate...buy it already! Why, look what's inside...

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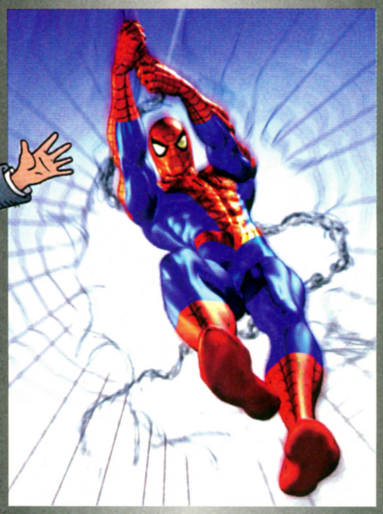
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OCTOBER 2000

ON THE COVER

Your Friendly Neighborhood Spider-Man swings into action on the PlayStation!

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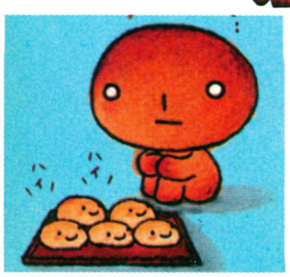
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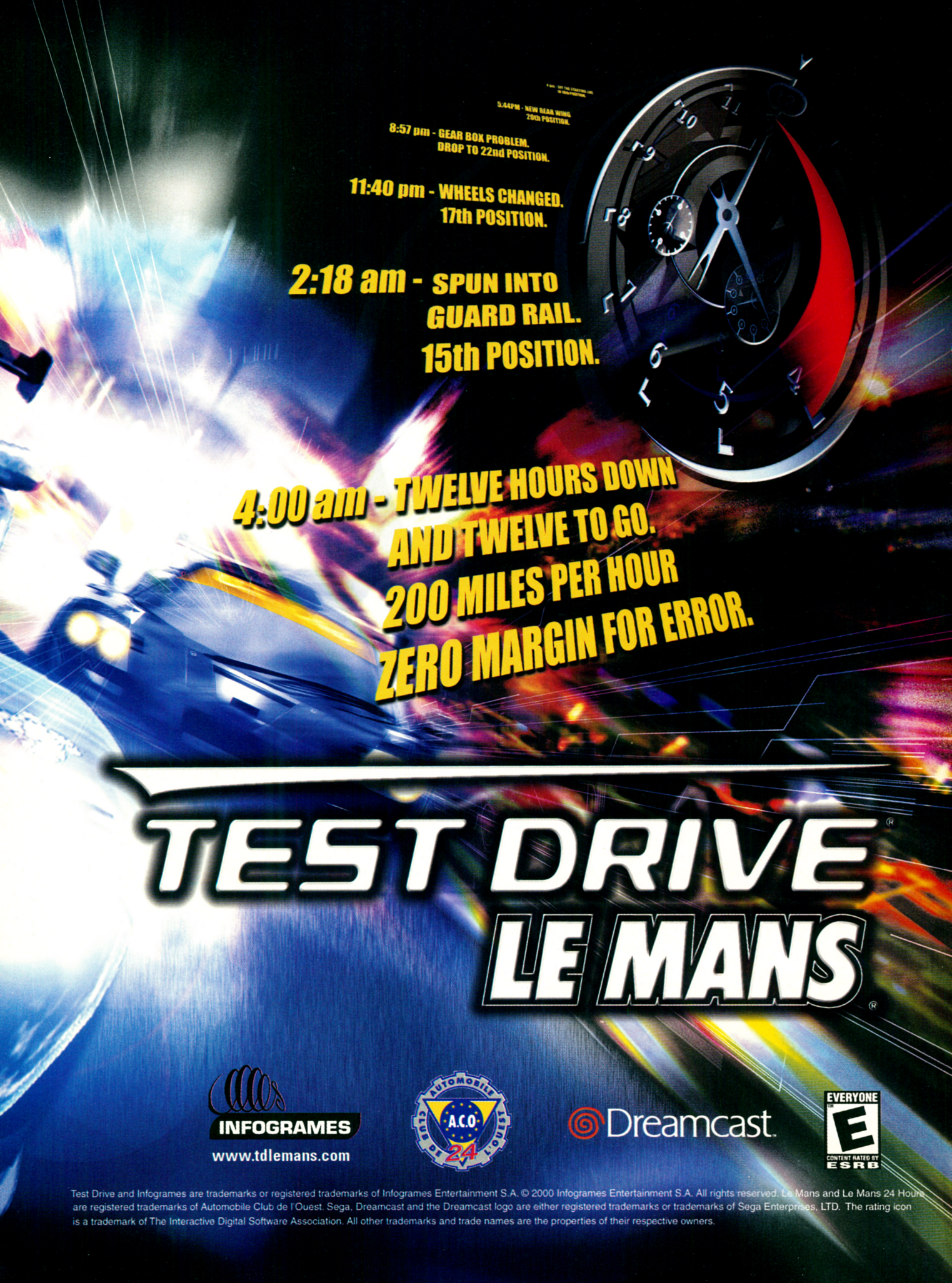


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Power Up!





One day, Editor in Chief **Chris Bieniek** thought he had finally found a way to stop Jason Wilson from cheating at *NFL Blitz*. Following strict instructions given to him by confidential sources, his techniques involved disabling Jason's **Pass** button, drugging Bill Romanowski and repeating, "Look, over there...it's Katie Holmes!" Jason still won 24-23.
Current Favorite Games: Spider-Man: Lethal Foes, XTreme Sports, Battletoads (Arcade), X-Men (Arcade)



Executive Editor **Anatole Brown** often daydreams of what it would be like to be in a room with Minoru "Mickey" Niihara from Japanese band Loudness and C.C. DeVille from Poison. The only problem is that Anatole is sometimes jolted awake afterwards by a loud, deafening roar that sends him to the parking lot screaming, "Showa!"
Current Favorite Games: The Legend of Zelda: Majora's Mask, Kessen, World Series Baseball 2K1, Dino Crisis 2



Art Director **Lisa Beattie** hasn't gotten used to the fact that the famous dancing gopher from the 1980 feature film *Caddyshack* is now a part of the *Tips & Tricks* family. He frequents expensive Italian restaurants each day, and his favorite food is the Penne Arriabiata with a touch of cream.
Current Favorite Games: Toy Pop, Galaga: Destination Earth, Rally-X, Millipede



Associate Editor **Jason Wilson** has been very busy this past month. He achieved a high score of 588,000 in *Donkey Kong*, 1.5 million in *R-Type*, memorized the Periodic Table of Elements and even had time to audition for a supporting role in his favorite television show, *Dawson's Creek*.
Current Favorite Games: Donkey Kong, Spider- Man, Bashi Bazook, Street Fighter III: 3rd Strike



Associate Editor **Ara Shirinian** once said "How dare you!" to a Japanese foreign exchange student...who in turn awarded the eager graduate of the University of Maryland with a karaoke unit. Ara proudly uses it every day in the office, singing renditions of Hitoshi Sakimoto's composed *Radiant Silvergun* soundtrack.
Current Favorite Games: Keyboard Mania, Eternal Ring, Drum Mania, Armored Core 2



Associate Editor **Charlotte Chen** has been searching frantically this past month for the ultra rare Chinpokomon, "Shoo" that was only released to certain retailers on Tuesday at 5:17 P.M. Eastern Standard Time in malls that ended with the letter "A", and only awarded to customers who wore a polka dot T-shirt and purple corduroys.
Current Favorite Games: Chrono Cross, Incredible Crisis, Icewind Dale, Driver



Contributing Editor **Pat Reynolds** has always found a way to properly stock his desk with the latest technology. If it wasn't for his Kerbango he says, "we may not know about the threat of invasion from the 42nd Brigade in Hollandsworth." We personally think Pat drinks too much Arizona Asia Plum Ginseng Green Tea for his own good.
Current Favorite Games: Armored Core 2, Final Fantasy IX, Rockman Legends 2, Guitar Freaks



Although contributor **Geoff Arnold** is still in Saudi Arabia serving his country in the United States Air Force, he still had time to create a NTSC/PAL converter for his Sega Dreamcast, taping matches of *Street Fighter III: 3rd Strike* and sending them to us under the pseudonym "Biscuit Jones."
Current Favorite Games: Milon's Secret Castle, Street Fighter III: 3rd Strike, Black Tiger, Final Fantasy III



It's appealing for contributor **Rich Krupa** to walk to the ends of the earth in his quest to find the sole owner of a Hope: Trueblood album purchased many years ago when Rich was working at Flipside Records on the North Side of Chicago. "He will show us the way," giggles Rich, vehemently twisting the head of a Taco Bell Chihuahua.
Current Favorite Games: Dance Dance Revolution, House of the Dead 2, World Series Baseball 2K, Ogre Battle 64

TIPS & TRICKS

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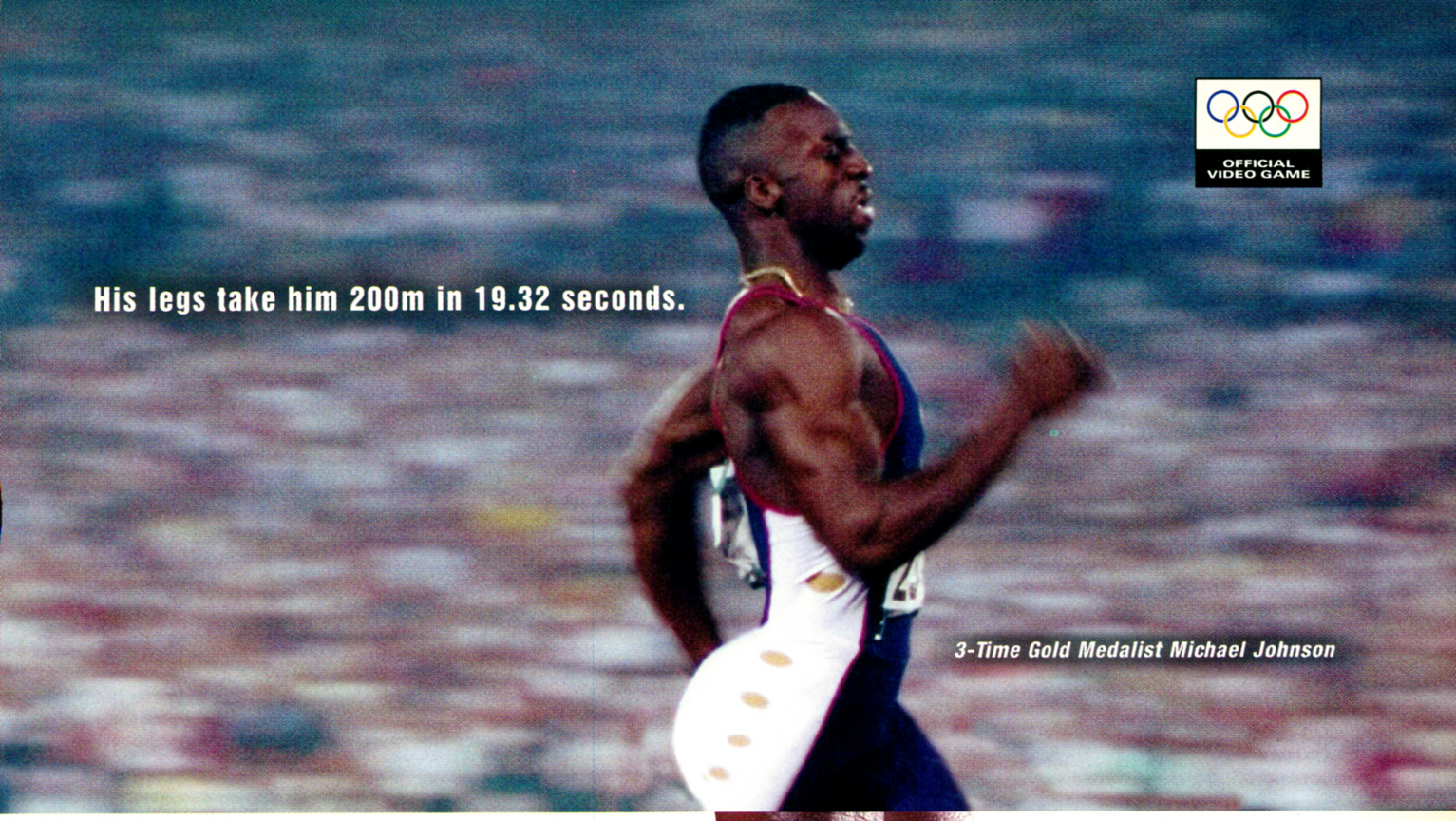
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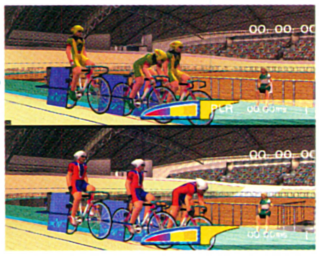


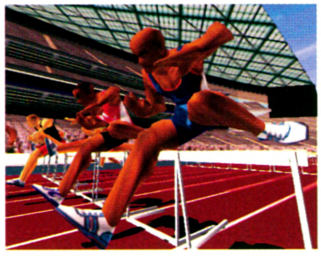
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PlayStation

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RUSSIAN ATTACK

Hi, I'm Luke and I love *Tips & Tricks* magazine. It has everything you need to know about video games, and other great information. I have one question and an idea of a game and I looked through all of my other *Tips & Tricks* magazines and it doesn't have the question and idea in it that I want to ask. I don't have exactly all magazines ever made of *Tips & Tricks* because I've missed some. I'm very sorry if that disappointed you. Well anyway here's question #1: Why do most of the war games or strategy games mostly have to deal with RUSSIANS? I'm not saying that's really bad but maybe we should try something new. All these games that I'm going to name below are very good games but look how much of them deal with the Russians:

Goldeneye
Tomorrow Never Dies
Metal Gear Solid
Syphon Filter
Syphon Filter 2
Rainbow Six
Rainbow Six Rouge Spear

Also, I have an idea about the next best game that should be made. Its called *SURVIVOR* and the game is about a billionaire from San Francisco, California that found a briefcase outside of his front door. When he opened it all it had inside it was a note saying that if he wants to live then he has to come all the way to New York with a billion dollars inside the suitcase that he found on his front steps and meet at the top of the Statue of Liberty. The problem is that cameras are watching every step he takes and he can only get there by a car no plane, train, boat nothing only by a car. And he has to come by himself. And if he breaks any rules then the whole United States will blow up in a billion pieces. And as the billionaire travels he will have to complete some small tasks along the way. And he only has 5 days to get there. I have not thought of an ending but if this idea works then the person that likes the idea can make an ending and make some changes if he/she wants.

—Luke Kosowski
Wheaton, IL

Well Luke, some of those games you listed definitely have Russian characters in them, but it wouldn't be accurate to say that all of them mostly involve Russians. On the other hand, the stereotypical evil Russians spy-type plot that has been popularized by James Bond and other works of fiction has definitely seeped into the world of video games. You have every right to be annoyed, but stereotypes are naturally self propagating. However, there are lots of war or strategy games that have nothing to do with Russians, so you can easily avoid the stereotypes if you really want to.



Starcraft 64 requires the Expansion Pak for two-player mode and for some scenarios.

EXPANSION PAK WOES

I have two questions for you and hopefully you could answer them:
1. Why does *Starcraft 64* need an Expansion Pak on two player mode?
2. I heard that you could play PlayStation games on the PlayStation 2 system. Is it true?

—Greg Theuret
Red Bluff, CA

Okay, here two answers for you:
1. The Expansion Pak just adds extra memory to the N64. If there are games or portions of certain games that are designed to be used with this extra memory, then you'll need to have the Expansion Pak. The next logical question would be, "Why does 2-player mode need to use that much more memory?" Well, it may or may not absolutely require the extra memory. That's just the way they decided to implement it. How the difference in memory availability would impact the gameplay is a technical issue that probably only the developers themselves know the answer to.
2. Yes, it's true.

AN ENTERPRISING COLLECTOR

I have some questions to ask of ya'll and some comments:
1. Have ya'll ever heard of a game called "*The 7th Saga*"? I was wondering about this because all of my friends have never heard of it and was wondering if it may be rare. If ya'll ain't then maybe I could mail it to ya'll.
2. (This is a comment) I would like to

TOKEN OF THE MONTH



This month's token is from the Star Castle Arcade. It was sent in by Rodney Inman, from Hinesville, GA. Thanks, Rodney!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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make one day a national holiday for the makers of *Resident Evil 2* for the N64, it must've been hard for them to put all those cinemas in *RE2*. So I feel that I must commend them for their triumph on making such realistic images for the N64. Congratulations!

3. (Yet another statement) Whoever answers these letters should get the day off with triple pay for their hard work.

4. I was wondering if maybe, I could go work for ya'll in the year 2003, because I think working for a mag as good as you all's would be heaven.

—Elija Davenport
Saltville, VA

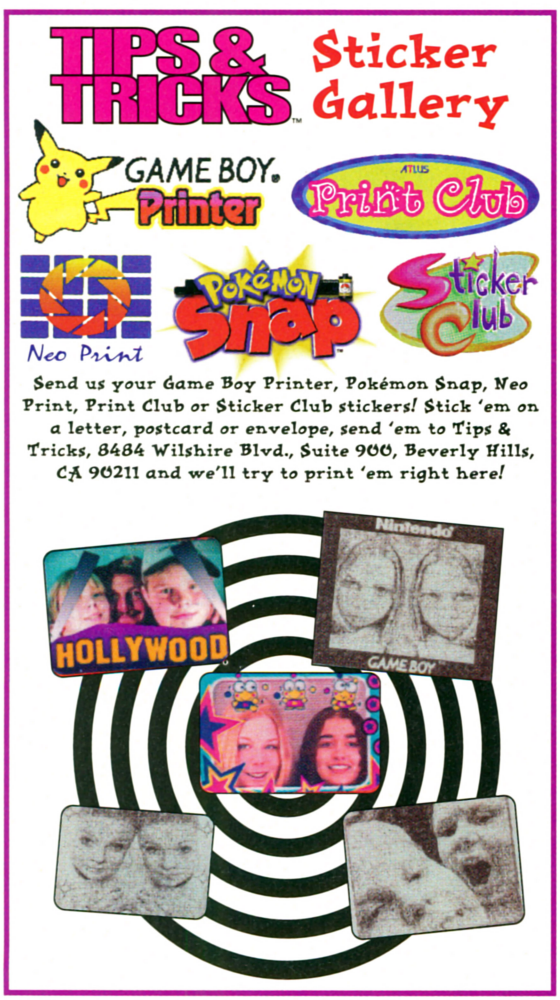
Thanks for your questions and kind comments, Elija. The 7th Saga *is an old Super Nintendo RPG that was released by Enix in 1993. It's not exactly common, but it's not quite rare either.*

SUPER MARIO 64 2?

First of all you're the coolest magazine in the history of all magazines. I have two very important questions that have been bothering me for a long time. I've written to a couple of other magazines but they never responded so you're my last hope. My first question is why doesn't Nintendo create a *Super Mario 2* for N64? It would be an awesome game and it seems like Nintendo has been trying to avoid it. They've created games like *Mario Kart*, *Mario Party* 1 and 2, and even *Mario Golf*. What about *Mario 2* for the N64? And second, why doesn't Nintendo and Sony team up to create games like *Crash Bandicoot 64* or *Super Mario* for the PlayStation 2? They could make some pretty awesome games!

—Scott Richardson
Myrtle Beach, SC

Well, a Mario sequel is always going to appear sooner or later, it's just a matter of time. It's probably too late to see another pure Mario game on the N64, but we wouldn't be surprised to see something like that on Nintendo's next console. As for your second question, we get questions like that all the time. In an ideal world, any developer could collaborate with any other developer to make games. Unfortunately, companies like Nintendo and Sony are too much in direct competition with each other to work together. Each one has intellectual property exclusive to it that's too valuable to share. It's just one of the side effects of the capitalistic economy.



LONG LIVE SHINOBI!

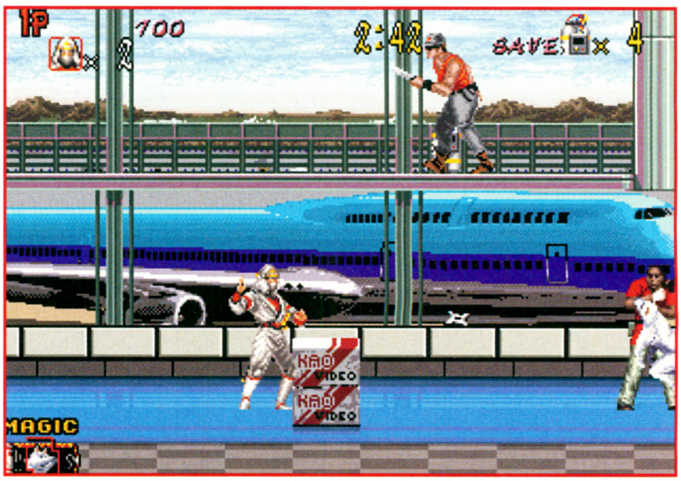
I decided to bring up this subject since nobody has. Did you hardcore gamers forget about the *Shinobi* game for Sega Genesis or the arcade version? Don't you guys or girls think it would be great to play *Shinobi* for Playstation, Dreamcast, N64 or any other system? I think its time we hardcore gamers demand this game for any system. My big question is are we ever going to play this game on any system?

—Misael De Los Santos
Pacoima, CA

No, we didn't forget. The Shinobi *series was one of our favorites. Unfortunately, it's very unlikely that we'll see games like that ever again. Not in the classical 2-D style, anyway. But one can always hope...*

THOSE EVIL ELIMINATORS

I really respect your magazine for the detailed walkthroughs and so on—but I think anyone who has the internet has come across eliminators and/ or ROMs, which are game systems and games you can download for free, even though they say "you can only download this game if you already have it, if not you have to delete it in 24 hours of the download," but you know that people are not deleting them, I mean I paid good money for my systems and games and when I found out people were downloading games that I bought for like $60 each they're getting them for nothing!!! We have to put a stop to this right away, and if not, make them have to pay for the games, even though now when your readers read this they're probably going to hop on their computers to download these ROMs. How do they upload games and systems on computers anyway, I mean it must be expensive to get that equip-



Aah, the good old days of 2-D graphics. This screenshot is from the arcade version of Shadow Dancer, circa 1989.

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Suggestive Themes

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ment just to give the games away for free??? What a couple of fools!!! Please tell your readers that if they find an eliminator and or ROM site to email the writers of the site and say get rid of this stuff or something, I mean this stuff MUST be illegal!!!! Can you give me some feed back on this??? (It's like Napster for video games!)

—Matt Lizzotte
Oakland, ME

Yes, we hate eliminators. Seriously though, the whole issue is pretty grey, because most of the emulators themselves are not illegal to own—But the ROM files are, if you don't own the physical product yourself. On the other hand, this situation is similar to things like copied commercial videocassettes or CDs—It's illegal to do so, but it's also practically impossible to enforce as a law, at least on the small scale. Our position is this: Just don't do it!

TRIPS & TICKS

Help! I need information on how to make the #2 video games magazine (I don't wanna' insult your magazine). I know about testing codes before puttin them in nice and accurate strategies... I just need to know how to take the pictures of game scenes/staff in the magazine, gettin' all those games to test codes and make good strategies. I just need to know EVERYTHING to making a great magazine (ahem).

—Jesse Anderson
Cox's Creek, KY

P.S. My magazine is Cheats & Feats.

Well Jesse, there are a lot of things involved in making a successful magazine, and most of those involve large sums of money. While there isn't enough space here to go into all the details of how we make Tips & Tricks each month, we can say this: Many of the professional magazines cost tens of thousands of dollars just to print each issue! The technical know-how is the easy part. On the other hand, if you already have lots of money, you can just hire people that know what to do to work for you.

WE'RE TRYING HARD

Hey, *Tips & Tricks*! You guys are da bomb! If fans are reading this they chose THE best cheat mag, no doubt about it. Can you guys try hard on codes for *Brave Fencer Musashi* before my subscription runs out?

—Allen Owens
Watonga, OK

Sorry Allen, we hate to disappoint you but so far there really aren't any secret codes for Brave Fencer Musashi.



Here is Ryu Hayabusa's latest incarnation in Dead Or Alive 2.

RYU WHO?

I used to have a game on the original Nintendo system called *Ninja Gaiden* that was made by Tecmo. It was about a ninja named Ryu Hayabusa, so my question is: Is Ryu Hayabusa in *Dead Or Alive 2* the same Ryu from *Ninja Gaiden*?

—Josh Dunlap
Jacksonville, FL

That's very observant of you, Josh. Although they don't look quite the same, it's the same Ryu! It would have been even cooler if Tecmo put in other old characters to battle with. Imagine Bomb Jack vs. Rygar!

PUSHING THE ENVELOPE

My name is Blake and I am 15 years old. I have written to your magazine several times, but this is probably the most important.

1. I have recently purchased a Dreamcast and have had time to observe several things. In the game *Crazy Taxi* I have seen a slowdown in game play when things get hectic. I know for a fact the Dreamcast is a lump of engineered gaming utopia that is faster than six PlayStations put together. My questions is, does *Crazy Taxi* push the envelope with the Dreamcast?
2. This is a bit of a technical question. I know that the PlayStation runs at a speed of 33MHz. What does the N64 run at? (The main CPU's running speed?)
3. One thing that really pisses me off is that when you are at a store, buying a game, and you ask to see the game before you buy it, and you see a big crack running all the way down the case. You naturally ask them for another one and they question you. And you get so tired of hearing it you just say, what the &*@! I am this way because I bought a couple of games before, that had a cracked case, and the whole freakin' CD was shattered. I'm serious, I went off on a guy at a video game store. Does anyone else have that problem? I know I have been yakking for a while, so I'll shut up now and wait for this to be published. (I hope)

—Blake Carris
Acworth, GA

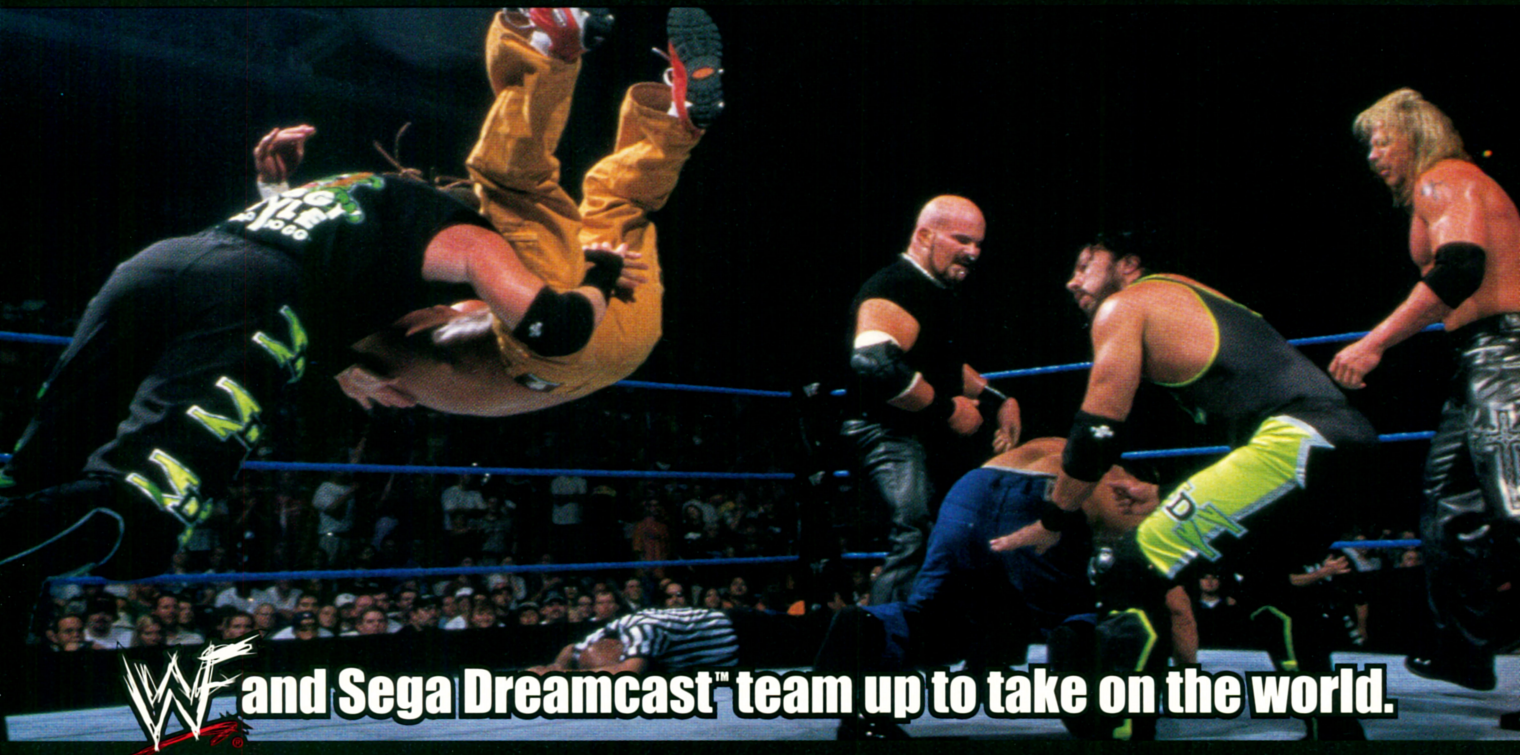
Okay Blake, here are some answers to your questions:

1. The short answer is, "Yes, it does." The long answer is this: It's difficult to say whether a game like Crazy Taxi *really "pushes the envelope," because where the envelope is seems to change over time. We might say a game is pushing the limits of a console, but three years from now a much more impressive game can be said to push the limits of the same system. This is not because the hardware is getting better, since it isn't. It's because developers are becoming more familiar with the hardware and are creating increasingly efficient software techniques. Even a year into the life span on a console like the Dreamcast, no one can say for sure where the limits are because people are constantly discovering ways to surpass them.*

2. The N64's main CPU has a clock speed of 93.75 MHz.

3. This really shouldn't be such a big problem. The cracked plastic is only plastic, and you can get replacement jewel cases for a nominal price. If you're worried about the CD being cracked, just open the game right there before you take it home. Any decent game store will allow you to exchange a game if you received it that way. Besides, if you don't even want a cracked plastic case, there's nothing wrong with insisting on getting an uncracked one. They can't force you to buy something you don't want. Remember, the customer is always right, and if you aren't, you can take your business elsewhere.

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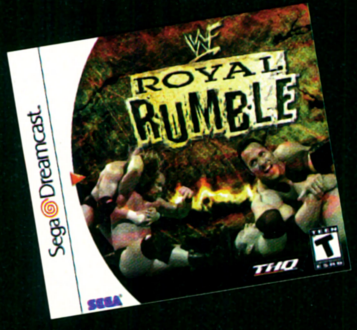


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Sega Dreamcast

ACTION BASS







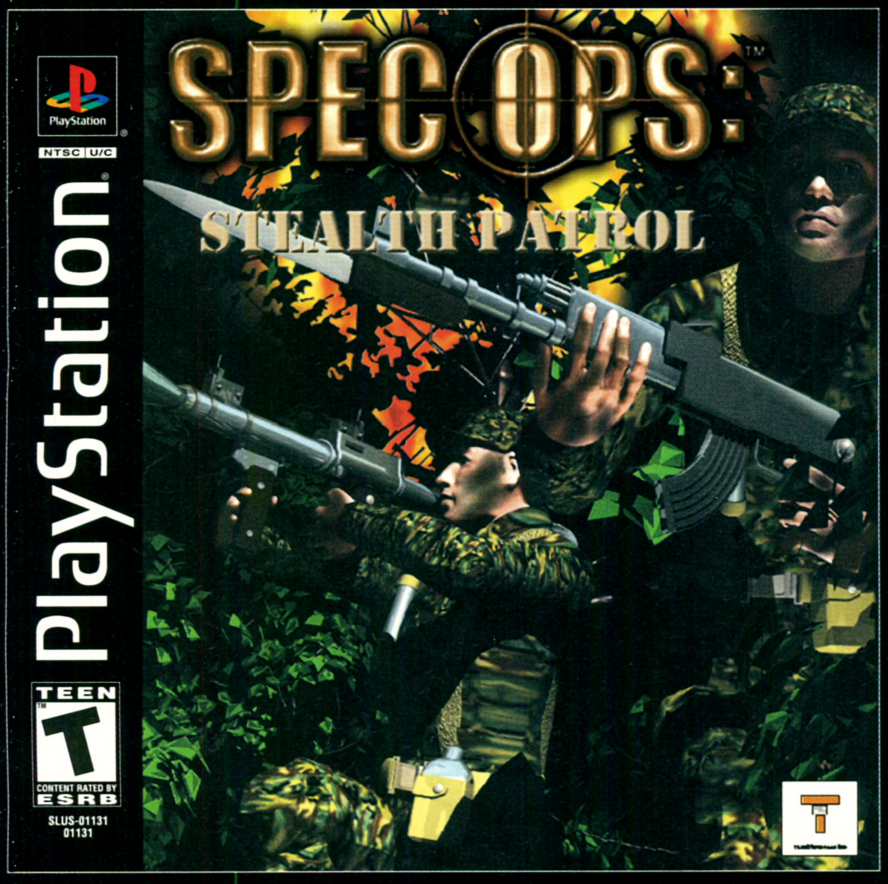


After a hard day of fishing under the sun or competing in a tournament, you look with awe at the trophies your angling skills have awarded you. In this action-packed arcade style fishing game, the player can either spend time leisurely casting across lake waters waiting for a bite on the line or they can enter an intense fishing competition where the only fish that matters is the biggest catch of the day. Along the way players will face all sorts of challenges including shifting water conditions, unstable weather and even more skilled opponents as he continually attempts to outwit the wily bass during each season of the year. Amazingly realistic fish behavior ensures that no fish is caught without a fight and that reeling in a winner delivers optimum angling action excitement.

- Tournament-style Challenge Mode, free-wheeling Free Mode, and an Extra Bonus Mode.
- Lure Action Gauge allows the player to monitor lure movement easily.
- Enjoy watching fish (up to five heaviest) you brought back in the Aquarium Mode.
- Five diverse lures are available at the beginning, covering a wide range of water conditions and lure movements. More lures will be available as the player gains experience.
- Wide variety of "lure action" possible to attract bass, some requiring retrieving or rod movements only, others requiring skillful combination of the two.

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Do you have what it takes? Will you be able to complete your mission, though you may be the lone survivor?

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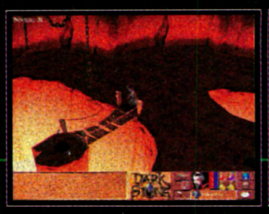
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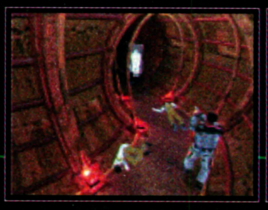







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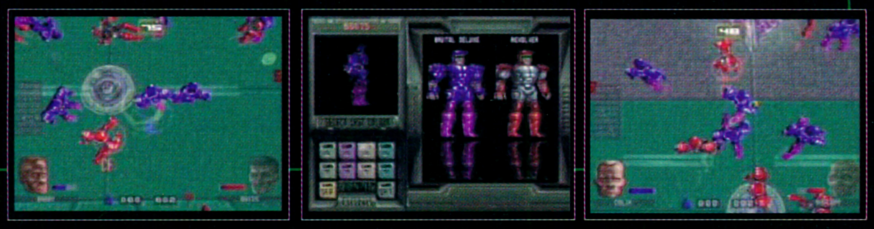
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by Pat Reynolds

SPIDER-MAN®

There are dozens of video games featuring Marvel's Spider-Man, from the Atari 2600 *Spider-Man* to the web-slinger's recent appearances in Capcom's *Marvel Super Heroes* and *Marvel vs. Capcom* titles. The latest game starring your friendly neighborhood webhead—from *Tony Hawk* developer Neversoft—captures the look and feel of Spidey's abilities with incredible detail. From sticking to just about any surface in the game to using his webbing in over a half-dozen different ways, you'll feel as though you've just donned the familiar red and blue costume the moment you start playing.

Special thanks to Tim and Tom Priest for their input!

Basic Gameplay

Peter Parker was just an average guy until the fateful day he was bitten by a radioactive spider during a science experiment gone awry. He gained the proportional strength and agility of a spider, plus the ability to sense danger and stick to nearly any surface. Parker designed a sticky web-like substance that was incredibly strong and versatile, "web-shooters" with replaceable web fluid cartridges and the coolest superhero costume ever created...and the Amazing Spider-Man was born. In the game, all of these abilities are accounted for and Spidey is able to use his web-shooters in a number of different ways. Besides swinging around the city and zipping from the floor to the ceiling, here are some offensive and defensive web abilities and brief descriptions of each:

- **Capture Web (Hold the Web Button)**—Spidey wraps an enemy with webbing, incapacitating him. This will permanently take out some enemies, but others are able to shake the webbing off. This technique is also very costly, using nearly a whole web cartridge for the full effect.
- **Impact Web (Up + Web)**—Spidey makes a small, hard ball of webbing and fires it at his opponent. This is useful for tough enemies and bosses, since it doesn't use up a lot of webbing and inflicts relatively good damage.
- **Yank Web (Down + Web)**—This technique lets Spidey grab an enemy and yank him toward an object or Spidey himself. It causes high damage to normal enemies and doesn't use a lot of webbing.
- **Web Fists (Left + Web)**—Spidey can fortify his fists with hard casings of webbing, increasing the damage he inflicts for a short period of time.
- **Web Dome (Right + Web)**—This is a defensive ability, in which Spidey creates a domed shield around himself. Nothing can hurt him while the shield is active, but Spidey can't move, either. After a few seconds, Spider-Man destroys the dome, sending shards of hard webbing in all directions, damaging nearby enemies.

The Many Faces of Spider-Man

As you play through the game, new costumes for Spidey will become available. Here's a look at all of the different outfits and their powers. Some of the costumes make the game much easier to play (Captain Universe, Symbiote Spidey, Spidey Unlimited) while others create more of a challenge by limiting Spidey's webbing (Peter Parker, Amazing Bag Man, Quick Change Spidey).



Spider-Man

This is the standard Spider-Man you'll control for most of the game. He has all of the special abilities you'd expect—wall-crawling, super-strength, web slinging and spider-sense.



Spider-Man 2099

Unlocked by collecting all of the hidden comics

This Spider-Man hails from Marvel's failed "2099" universe, in which some of their most popular heroes were remade into futuristic counterparts. Spidey 2099 has increased strength, which translates in the game as inflicting double the normal dam age on bad guys.



Symbiote Spider-Man

Unlocked by finishing the game

One of the coolest Spidey costumes, Peter Parker got this stylish black outfit during Marvel's *Secret Wars* storyline, only to later learn that it was in fact an alien symbiote determined to permanently join with Parker! With the help of Mr. Fantastic, Parker was able to separate himself from the suit, which later joined with scorned reporter Eddie Brock to become one of Spidey's most dangerous enemies—Venom! In the game, using this costume means you'll never run out of webbing, since the symbiote creates webbing from itself.



Captain Universe

Unlocked by beating the game on "Hard" difficulty

Spidey was granted the power cosmic by the Enigma Force when humanity faced a powerful new danger. Unfortunately, the transfer of power was interrupted, and Spidey was left with no awareness of his new powers. For a short period of time, Spider-Man was one of the most powerful beings in the Marvel universe! This version of the wall crawler is invulnerable to damage, has unlimited webbing and does twice the normal damage to enemies.



Quick Change Spidey

Score 10,000 points in Zip-Line Training

Like the Amazing Bag Man, this version of the webhead has no Spidey Belt and therefore can hold only two web cartridges. Play this costume of you want a challenge.



Spidey Unlimited

Unlocked by beating the game a second time

The short-lived *Spider-Man Unlimited* cartoon spawned this version of the web-slinger; it features a stealth mode, allowing Spidey to travel unnoticed past enemies. Unfortunately, this mode doesn't work during boss fights.



Scarlet Spidey

Unlocked by beating the Rhino

One of only cool things to come out of the whole "Spider-Man is a clone" story arc was this nifty costume, worn by Ben Reilly. Peter Parker gave up the mantle of Spider-Man to care for his family, and Reilly carried on Spidey's work as the Scarlet Spider.



Ben Reilly

Unlocked after beating Venom the second time

This is the costume Reilly wore when he believed himself to be the true Spider-Man in the story arc that had many Spidey fans screaming for Marvel's demise. This costume has no added benefits in the game.



Peter Parker

Hidden in secret room during Item Hunt Training

If playing as straight Peter Parker appeals to you, the game lets you do it, but you'll be crippled by the ability to carry a maximum of only two web cartridges.



???

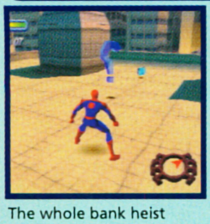
Unlocked by entering a secret code

There's one more Spidey costume hidden in the game, but we've been asked to keep it quiet for now. It doesn't give you any gameplay advantage, but it is definitely the most obscure costume Spidey ever wore in the comics!

Walkthrough

This game doesn't require a step-by-step walkthrough of every level. Instead, I've provided tips on getting past any trouble spots in each level, including in-depth strategies for the many boss encounters and detailed instructions for finding all 32 hidden *Spider-Man* comic books!

Get to the Bank!



The whole bank heist level acts as a trainer for Spider-Man's repertoire of abilities. Walk over the various blue question marks to activate short informational dialogues that explain how to control Spidey.



Follow the Spidey Compass as you swing from building to building, taking out or avoiding any bad guys you encounter on the way.



Swing to the bank (the building near the helicopters) to finish the first segment of the mission.

Bank Approach



HIDDEN COMIC!

Amazing Spider-Man #1

It's on top of the Fantastic Four building.



Here's the Fantastic Four building (hint: it's got a giant "4" on top). You can reach it by swinging over from the nearest building.



Follow the Spidey Compass until you reach the building with five terrorists guarding the roof. You'll need to take them all out in order to enter the bank. The best way to do this is to use webbing to wrap them up one at a time. Don't let them all see you or you'll take massive damage from their guns. Slink around on the walls in true Spidey fashion and web them one at a time. After all five are taken care of, Spidey will automatically enter the bank.



Hostage Situation



HIDDEN COMIC!

Amazing Spider-Man #200
After opening the security door to the second area, pick up the chair in the first cubicle (near the two hostages).

In the next two areas of the game, you'll have to defeat terrorists without allowing them to kill any hostages. If a hostage is shot, you'll have to redo the entire level from the start.



After taking out the first two guards in the initial hallway, take to the ceiling and you'll crawl above this cubicle with a hostage guarded by a terrorist. Wait until the second guard can't see his buddy, then web the terrorist standing in the cubicle doorway. Quickly jump down and take out the second terrorist before he can shoot the fleeing hostage. Check the empty cubicles in the area for extra web cartridges.



With the first hostage free, look around for this metal grate on the floor. Stand on top of it and use the **R1** button to zip straight up into a vent shaft. Follow the shaft and drop down into the sealed room. After taking out the terrorist you'll see three numbered buttons in the room. Hit button #1 first; you'll see a hostage escape through a newly opened door. Wait a few seconds for the hostage to get well clear of the area, then hit buttons 2 and 3. These open the door to your room and a security door directly opposite, through which two more bad guys will appear. Take them down, then get back up on the ceiling before entering the newly opened room.



This is the toughest situation in the entire bank scenario. You've got three terrorists covering two hostages. The moment they sense danger, they'll turn their guns on the hostages. As long as you're quick, you can web them all from the ceiling before they can kill any hostages. Don't try to go fist-to-fist with them, though; while you're fighting, chances are good that another baddie will off a hostage. Head to the far hallway and enter the elevator to finish this area.

Stop the Bomb!



HIDDEN COMIC!

Spider-Man #1: The Death of Captain Stacy
After taking out the last three terrorists—but before disposing of the bomb—head back out through the two metal detectors and you'll find it in the hallway.



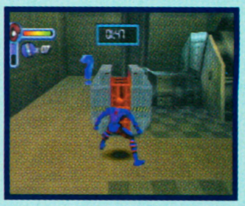
The first part of this area presents another sticky situation. If you scout the large room you'll find three niches, each with one terrorist and one hostage. Two more enemies patrol the main area of the room. Take them out first, making sure that you do it out of the sight of any other bad guys. Then free each hostage, staring with the one closest to the hallway where you start the level.



Another metal grate on the ground in front of this heavy security door indicates a vent shaft on the ceiling. Climb through it and drop down into the next room.



After you defeat the two enemies in the room, a door will open and another terrorist will appear. Wrap him up and enter the next room. There are two buttons here. Hit the blue one to open the large safe, then hit the green one to open the door to the next room.



Even though they say they're going to "get rid of" the two hostages in the room, all three of the bad guys turn their attention to taking out Spider-Man, giving you plenty of time to fight them off without worrying about an innocent hostage getting hurt. After the terrorists are dealt with, pick up the bomb and throw it into the safe you opened in the adjacent room. Hit the button to close the safe, and complete the level.

Race to the Bugle



HIDDEN COMIC!

Amazing Spider-Man #25:
It's on the lower right-side roof of the building where the two thugs talk about catching Spider-Man.



This is an easy level, which has you swinging from building to building in a race against the clock to reach the Daily Bugle before Scorpion can kill J. Jonah Jameson. Follow the Spidey Compass, passing on the opportunities to fight the thugs on the rooftops in order to reach the Bugle with time to spare.

Spidey vs. Scorpion!



HIDDEN COMIC!

Amazing Spider-Man #20:
During the fight, break all of the furniture (including the potted-plants) in the first room. The comic will appear in the middle of the room.





Scorpion is not difficult, if you take advantage of Spidey's speed and agility. The main concern during this fight is that you keep his attention on you instead of Jameson, who also has a life meter. If Scorpion kills Jameson, it's "Game Over." Here's the easiest strategy for taking Scorp down fast. Web him up a little bit (don't use the full amount of webbing possible because he breaks out of it just as fast as if you use half the webbing), then get close and deliver a three-hit combo, jumping away quickly afterward to avoid his attack. Repeat this for an easy win. Avoid sticking to the walls or ceilings during the battle, since Scorpion has a powerful laser that will knock you loose and inflict lots of damage. You can use this to your advantage if you run out of webbing, though. Jump to a wall or ceiling, then quickly hop back to the floor; Scorpion will activate his laser for a few seconds, giving you enough time to move in and get some hits in while he's preoccupied.

Police Chopper Chase



HIDDEN COMIC!

Amazing Spider-Man #16:
On the final building rooftop, run near the small structure to the right and a missile will demolish it, revealing the comic.



There's really nothing hard about this level at all. Follow the Compass and stay away from anything marked with a giant red target—it'll be hit by a missile from the police chopper tailing you. Get caught in the blast and Spidey'll lose a big chunk of health.

Missile Attack



In this portion of the police chase, Spidey must climb up a very tall building while avoiding various attacks by the choppers. For the first segment, missiles will target and then destroy sections of the building. It's instant death if you're on a targeted section when the missile hits. The easy way to avoid the missiles is to avoid the sections of wall that are boarded off with wooden planks.



After the missile attacks, a sniper will begin stalking the webcrawler with his sights. Avoid the sight and the spotlight and continue up the wall. A few more missile attacks and you're home free at the top.



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Building Top Chase



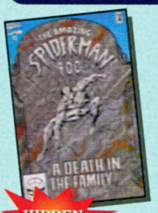



HIDDEN COMIC!

Amazing Spider-Man #39:
Inside the second crane (the one with graffiti on the outside). Enter through the hole on the roof.

Another straight chase scene. Be sure to make the side trip and grab both the hidden comic and the Spidey Armor from the Green Goblin's crane hideout. Also, near the end you're required to leap onto a couple of hanging crates. Move on quickly or the helicopter will send the crates plummeting into the abyss.

Scale the Girders






HIDDEN COMIC!

Amazing Spider-Man #400:
At the very beginning of the level, drop down and you'll hit a narrow ledge. Follow it around to the left side of the building and you'll see the comic.

Another straight chase scene. Be sure to make the side trip and grab both the hidden comic and the Spidey Armor from the Green Goblin's crane hideout. Also, near the end you're required to leap onto a couple of hanging crates. Move on quickly or the helicopter will send the crates plummeting into the abyss.

Police Evaded





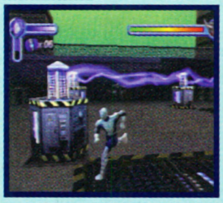

HIDDEN COMIC!

Amazing Spider-Man #14:
About halfway through the level, the chopper takes out the skylights on a rooftop. Drop down and defeat the thugs, then break the darkened glass on the wall to reveal the comic.

It's one last stage of running from the cops. The only tricky part of the level is at the very end, where you must swing to another crate and quickly jump away before it's destroyed. You can actually skip this process by targeting the stem of the crane and swinging to that instead of the crate.

Spidey vs. Rhino






HIDDEN COMIC!

Amazing Spider-Man #41:
Destroy, or lure Rhino into, all of the barrels in the corners of the area. The comic will appear in the middle of the generator area.

The brute known as Rhino has a one-track mind. When he charges Spidey, he'll head in a relatively straight line, ramming into whatever object happens to be in his path. There are several ways to hurt Rhino. You can inflict some damage by punching and kicking him, but getting that close will only result in Spider-Man taking the more serious beating. The best way to defeat Rhino is to lure him into the generator pillars or the explosive barrels scattered around the area. Stand in front of your chosen object and jump straight up when Rhino charges, letting him pass under you and into the damaging object. You can also pick up the barrels and throw them at Rhino while he's incapacitated.

Catch Venom





HIDDEN COMIC!

Peter Parker: The Spectacular Spider-Man #42
On the unfinished building (with the girders) halfway through the level—where Venom pauses—it's directly to the left of the spot where you land on the building.

HIDDEN COMIC!

Peter Parker: The Spectacular Spider-Man #76
After the non-interactive chase through the building, it's on the right side of the second rooftop. After control returns to you, immediately cut to the right and swing to the next rooftop. You should see the comic to the right.





This is a race to keep up with Venom as he swings his way toward his hideout. The first time he pauses, continue swinging straight ahead even though Venom veers to the left; he eventually comes back and you'll stay up with him easily through the first half of the level. When you reach the unfinished building, Venom again pauses. Take the time to grab the first of two hidden comics and the valuable Spidey Armor before playing a short game of "tag" with Venom around the building. After a humorous intermission, the chase continues. On the next rooftop, Venom tries to fake you out. Cut to the right and swing to the next rooftop, even though it appears that Venom is going straight ahead. He'll double back and overtake you while you snatch up the second comic from the rooftop. The remainder of the level is a cakewalk.

Spidey vs. Venom






HIDDEN COMIC!

Marvel Super Heroes Secret Wars #8
Pick up the abandoned car in the corner to reveal the comic.

Venom is a very tough opponent if you try to avoid him by clinging to walls or take it close for hand-to-hand fighting. He teleports in and out of the area; the best strategy for beating him is to not give him the opportunity to attack at all. As soon as he teleports in, wrap him up with a bit of webbing and hit him with a couple of impact web balls. He'll teleport away after the second hit. Repeat this process for an easy win. The only hard part is spotting Venom when he appears. Try to stand with your back to a wall so you can see a large portion of the alley; this way you'll have a better chance of seeing him first when he teleports.

Sewer Entrance





HIDDEN COMIC!

The Spectacular Spider-Man #229
This one borders on cruelty. After entering the caverns through the hole in the wall from the initial sewer tunnel, make your way through to the open area (with the pipes), then double back to the sewer tunnel where you started. *Voila!* The comic will have appeared magically at the end of the tunnel.

After the required bit of backtracking to get the hidden comic, head into the large cavern. Use the **L1** targeting view to carefully swing from pipe to pipe. You'll re-enter the tunnels at the far side, only to be locked in and attacked by four lizard creatures. Use impact webbing from a distance to make short work of them.



Sewer Cavern







HIDDEN COMIC!

Spider-Man #1 (McFarlane—Silver)

In the section of vertical pipes, crawl around from pipe to pipe until you see a large open area behind the waterfall. Swing into it and you'll find the comic and some other goodies.

This level has an area with several vertical pipes that must be carefully traversed in order to reach a metal door set into the wall on the far side of the cavern. Using the **L1** targeting mode is essential for getting around here. You don't want to miss that hidden area behind the waterfall, either, since you'll find Spidey Armor and a couple of web cartridges packed away along with the hidden comic. It's easy to become disoriented in this area—crawl around the pipes to survey your surroundings as you move through the area. Once through the door, you'll have to fight off three more Lizard monsters before making your way to the end of the level.

Subway



Stay on the train, line yourself up with the generous health and web items that come shooting up the tunnel and fight off an unending stream of Lizard creatures. When you reach the end of the tunnel, the level automatically ends. There is no hidden comic on this level.

Sewage Plant







HIDDEN COMIC!

Peter Parker Spider-Man #1 (reprint version B)

Follow the first tunnel until it dead-ends and turn left. The comic is at the back of the tunnel behind the generators.

Follow the tunnels until you reach the large metal barrier. Take to the ceiling to find a way around the barrier.

Use webbing to pull this lever. Wait for the water levels below to drop before jumping down and then quickly back up on the far side. In the next area, pull all three levers and then retrace your path to find the metal barrier they remove. Use the water-lowering lever again to make your way past the obstacle. Hit the three levers in the next area to lower the barrier way back on the ground level. Return there and hit the lever, then make your way out of the area through the hole in the tunnel ceiling before the water rises again.

Hidden Switches







HIDDEN COMIC!

Peter Parker Spider-Man #1 (reprint version A)

After hitting the fourth button, return to the third button (northwest corner) and the comic will be there.

This is a small, easy level. It's basically a large square room with a pool of water in the center. In each corner is a mechanism; as the level starts, a green button is visible on the mechanism in the southwest corner (using Spidey's original starting point for reference). Hit this button and Lizard monsters will start invading the room. Don't bother fighting them—there's a limitless supply until you leave the room. Head next for the northeast corner and hit the button there. Next, hit the button in the northwest corner, then the button in the southeast corner. This lowers the water in the middle of the room. To finish the level, hop into the pit in the center of the room and head into the tunnel.

Tunnel Crawl





HIDDEN COMIC!

The Spectacular Spider-Man #158

After pulling the lever, drop down to the large room below and hit the button on the side of the large metal box. The comic appears behind the second box in the same room.

This level can be very frustrating, since it involves a couple of areas where you can get killed instantly and easily. The hardest part of the area is the long water tunnel. The water level rises and falls; you must time your crawls so you beat the rising water. In the next section, use the **L1** view to target the pipe in the middle of the room and swing to it, then swing over to the far side and hit the lever. Finally, drop down into the large open room and hit the button on the side of one of the metal boxes. Exit the area through the open tunnel.

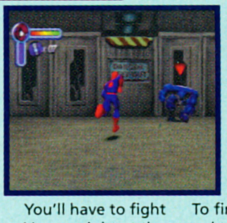
Venom's Puzzle



This is a very easy level. There are no enemies and no hidden comic to worry about finding. From the start, turn around and then drop down to the lowest platform (with the red button). Hit the red button, then work your way back up, hitting the blue and green buttons on the way. This combination of buttons will open all of the metal doors and clear the path to the next level.

The Lizard's Maze







HIDDEN COMIC!

Amazing Spider-Man #6

After talking to the Lizard, the comic can be found in the tunnel behind you.

You'll have to fight Venom right at the start of the level, but he vanishes after a few hits. Hop onto the ceiling and follow the tunnel into the sewer maze.

To find the Lizard, follow the tunnel to the first intersection and take a left. Cross a waterway and you'll come to a dead-end with Lizard behind a metal wall. Listen carefully to his directions. Follow them and they'll lead to directly to the end of the level.

Spidey vs. Venom Again!





The second encounter with Venom is even tougher than the first! With Mary Jane Parker dangling over a pit of water that threatens to fill at any second, you'll have your hands full stopping both Venom and the constantly rising water level. There are four inlets for the water, intersecting at right angles at the pit in the center of the room. Each inlet ends at a switch. When the battle starts, you'll see water flowing through the inlet from the north. Immediately hit the switch there with your webbing to stop the water. Now, position yourself in the middle of the room so you can see if water starts flowing from any of the four directions. Fight Venom when he appears, using the same capture web/impact web tactic that was effective in the last Venom fight. If Venom hits one of the switches, watch the inlets to see which direction the water is flowing from and quickly get to the appropriate switch to stop it.





Symbiotes Infest Bugle



HIDDEN COMIC!

Amazing Spider-Man #42
After freeing the first hostage, climb into the vent shaft just around the corner from File Room C to find it.



In File Room C (the start room), hit this button through the broken glass to free a hostage in a vent shaft.



Follow the hallway leading from the first room, fighting the symbiotes as you go. Take a quick detour up the vent shaft just around the corner from File Room C to find the comic. When you reach the room with the hostage, free him, then look around the ceiling for an accessible vent shaft.



Hit the button on the wall in the next room to free the hostage in the vent shaft. That's the final hostage. Continue to follow the room until you find an elevator. Hit the button on the wall to open the doors and jump in to end the level.

Elevator Descent



HIDDEN COMIC!

Amazing Spider-Man #100
At the bottom of the shaft, hit the left button and enter the left tunnel to find the comic.





This is another fairly easy level. You don't even need to stay on the elevator car if you don't want to. When the car gets stuck, look for the niche in the wall and hit a button to get it moving again. At the bottom there are two buttons and two doors. The door on the right leads to the level exit.

Stop the Presses!



HIDDEN COMIC!

Amazing Spider-Man #50
In the second large press room, lift the pallet of paper rolls next to the third symbiote generator and you'll find the comic underneath.





There are four symbiote generators in this level that must be destroyed before you can exit. The first generator is right in front of Spidey when the level begins. The second is in a small room off the left wall. Destroying it opens a large metal shutter back in the main room.





The third generator is in the middle of the second press room. The final generator is in the room to the left of the second press room. After it's destroyed, follow the Spidey-Compass to the ladder leading into the basement.

Bugle's Basement



HIDDEN COMIC!

Amazing Spider-Man #13
Stop the leaking pipes in the second area.



There are two more symbiote generators to destroy in this area. The first is in the room with this switch, near the start of the level. Hit the switch, jump into the furnace and immediately hit **R1** to zip up into a hidden niche filled with goodies. Then return to the main corridor and you'll find a new path opened through one of the furnaces.



Swing across the furnace gap into the new area. Some pipes along the walls will spring leaks. Go into **L1** targeting mode and hit each leak with webbing (the cursor will turn blue when you're targeting the right place). This will reveal the hidden comic. When you come to what looks like a dead end filled with brownish fog, look up and enter the hole in the ceiling. Pull the lever, then return to the main tunnel to find a new area opened with the second generator. Destroy it, then follow the Compass to the level exit.

Spidey vs. Mysterio



HIDDEN COMIC!

Amazing Spider-Man #311
After taking out Mysterio's first life bar, the comic appears down on the first level of the room (knee-level to Mysterio).





The battle against Mysterio is intense. It takes place in a circular room with three levels. The first part of the fight is pretty easy. You'll need to hit each of the glowing targets on Mysterio's costume with impact webbing—two at knee level, two at waist level and two at shoulder level. He'll try to stomp on you, grab you and send rolling metal wheels after you. Run to avoid his physical attacks and hop up or down to a different level to avoid the spiked wheels. After destroying the first set of targets, Mysterio gets a second life bar and things get hairy. The first two levels now have electrified floors, so try to stay on the top level. Jump over Mysterio's hand when he reaches for you and run to avoid the lasers he fires. Take out the two lasers on his shoulders, then finish him off with a barrage of impact webbing to his domed head.



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Waterfront Warehouse



HIDDEN COMIC!

Amazing Spider-Man #129
In the second large room, it's sitting on the stack of crates on the left side of the room.



HIDDEN COMIC!

Amazing Spider-Man #15
Just before the level exit, hop over the hole in the floor and push on the metal gate to reveal a hidden area.



There are more generators to destroy in this area. The first two are in the start room. Take them out, stock up on the flame web power-ups to take out the symbiotes with ease, then look around for the passage in the upper wall that leads to the next section. Inside the passage, turn right to find the third generator, then follow the passage out to the second large warehouse room.



Take out the final two generators in the second room, then head out through the ground level hallway. Be careful when making the second drop over the fan—this one's not covered and will kill you if you fall into it.





Here's the gate you can knock over to get to the hidden comic. You'll have to avoid the last hole in the tunnel floor (that leads to the next level) to get to the gate.

Underwater Trench



HIDDEN COMIC!

Amazing Spider-Man #2
Pull the lever in the second giant gear room (after the second "obstacle course"), then return to the first obstacle course chamber and go through the lower door at the far end.



This level consists of three tough obstacle courses. The floor is electrified and will kill you if you fall. You must swing from platform to platform, quickly destroying the laser turrets on each. Impact webbing auto-targets the lasers and takes them out quickly.



In the second giant gear room, you'll find this hidden lever in the northeast corner behind the machinery. Pull it to open the second door back in the first obstacle chamber. Return there to get the hidden comic.

Stopping the Fog



HIDDEN COMIC!

Spider-Man 2099 #1
Crawl down the central pillar in the room and look for the niche with the comic.



This is a very easy level for being so late in the game. The level consists of a central hub with catwalks leading to four rooms. Only one is accessible at first: the one that says "Security Control" above the door. Inside that room, pull the lever on the control panel to open the other doors off of the hub. Pull the levers in each of these three rooms and the level's over!

Spidey vs. Dr. Octopus



HIDDEN COMIC!

Amazing Spider-Man #3
After Doc Ock's shield goes down the first time, the comic appears for a very brief period of time near the wall. This is inarguably the hardest comic in the whole game to secure.





Doc Ock plays it cheap for this battle, hiding behind an impenetrable force shield and striking out at Spidey with his tentacles. In order to get a shot in at the guy, you'll have to hit four "On" buttons that descend from the ceiling while constantly moving to avoid Ock's attacks. Each button puts up a force wall, and if you get trapped between two of them you'll need to zip onto the ceiling to get around. Once all four buttons have been pressed, Ock's shield will go down for a brief time. There's enough time to nail him with four impact web balls before he's protected again. Repeat the process and Ock will fall the third time you take out his shield.

Spidey vs. Carnage



HIDDEN COMIC!

Amazing Spider-Man #33
It appears briefly in the middle of the sonic bubble.





Carnage seems like one of the hardest bosses in the game at first—Spidey can't hurt him at all! The only way to inflict damage on the red symbiote is to get him into the sonic bubble in the middle of the room. Not an easy feat! The best way to do it is to use the yank web technique to get Carnage next to Spidey, then quickly punch him into the bubble. Once he's in there, he'll take some damage and then the sonic bubble will turn off to recharge. Here's a super-simple way to polish Carnage off: After getting him into the bubble, let him take the damage, then repeatedly use the capture web to hold him in place. He'll break out of it, but if you keep hitting him with it, he won't be able to move and will still be in the bubble when it re-activates. Repeat this method for a guaranteed victory.

Spidey vs. Monster-Ock!



HIDDEN COMIC!

Amazing Spider-Man #252
It's in the corner of the first turn in the tunnel.



HIDDEN COMIC!

Amazing Fantasy #15
It's located about 3/4 of the way through the tunnel, in another corner.



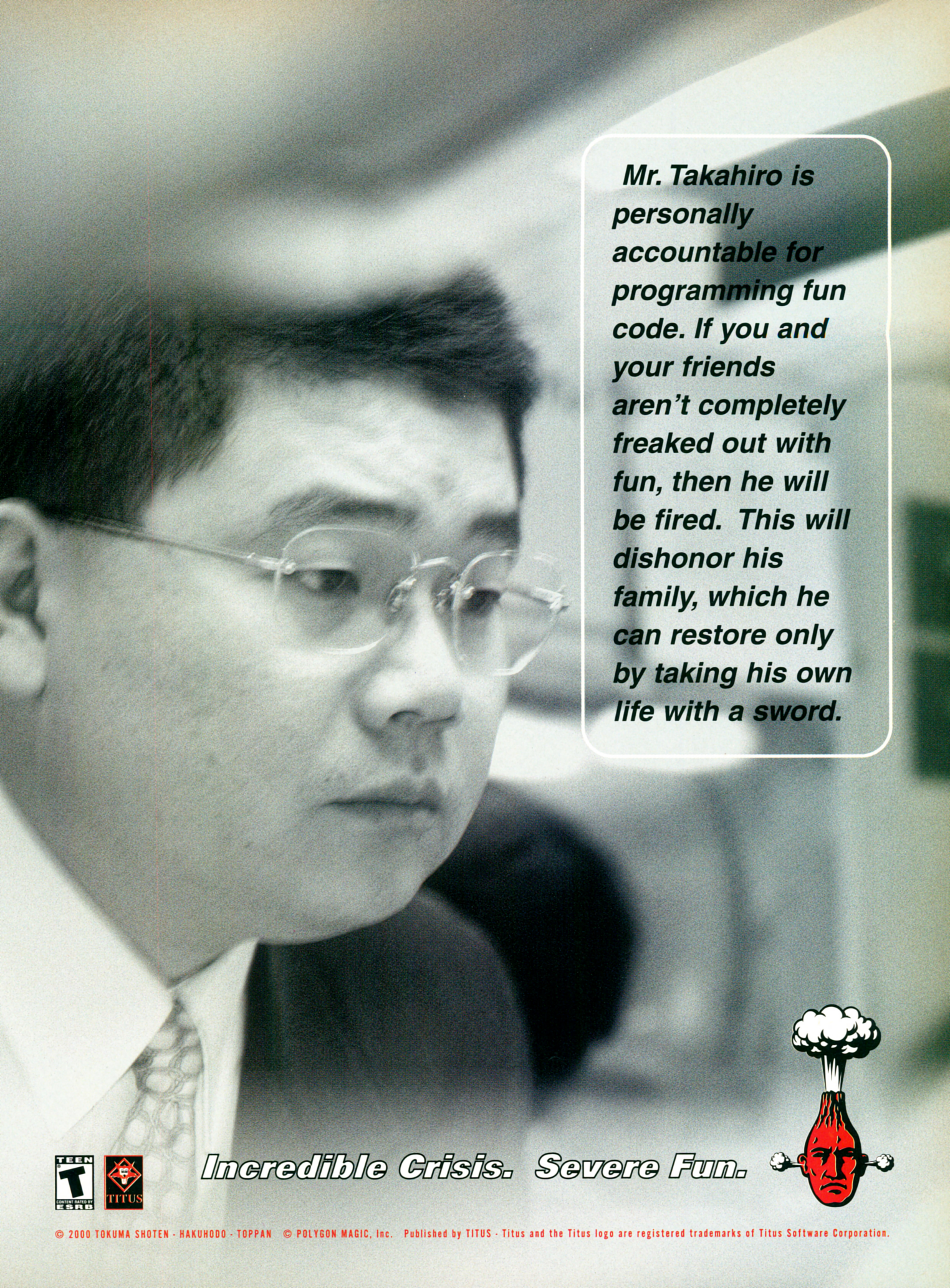


The final challenge is a grueling run through a seemingly endless tunnel with Monster-Ock hot on your tail. The trick is to take to the air as much as possible to put distance between Spidey and Ock. Jump and web-swing through the longer stretches of tunnel for faster movement. Avoid sticking to walls, since that'll only impede your progress. Use the zip-line to quickly ascend the vertical sections.

Final Justice

After finishing the final level, sit back and watch the hilarious ending, then check out the rewards your hard work paid out—the ultra-cool black symbiote Spidey costume is unlocked, and choosing "Play Again!" instead of starting a new game will put you on the track to unlock the Spider-Man Unlimited costume by beating the game a second time. Finally, you can now check out the professional storyboards for all of the in-game movie scenes. It's good stuff, true believers!





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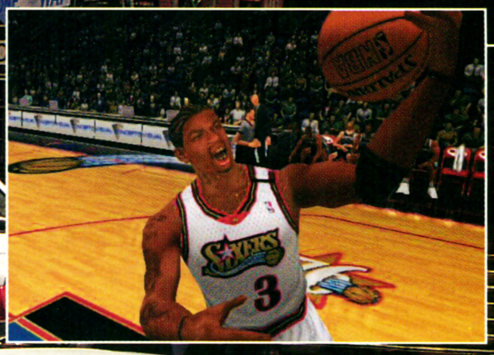
NBA 2K1

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SEGA SPORTS

NFL 2K1

Online gameplay is here. Now you and up to three buds can get on one console and school opponents nationwide -- from pathetic Cowboys sympathizers in Tulsa to masochistic Bills fans in Schenectady. You can even exchange "pleasantries" in real time. Throw in a radically improved running game, franchise mode, and complete team-specific playbooks, and you've got yourself a full-contact chat room. Does technology rule or what?

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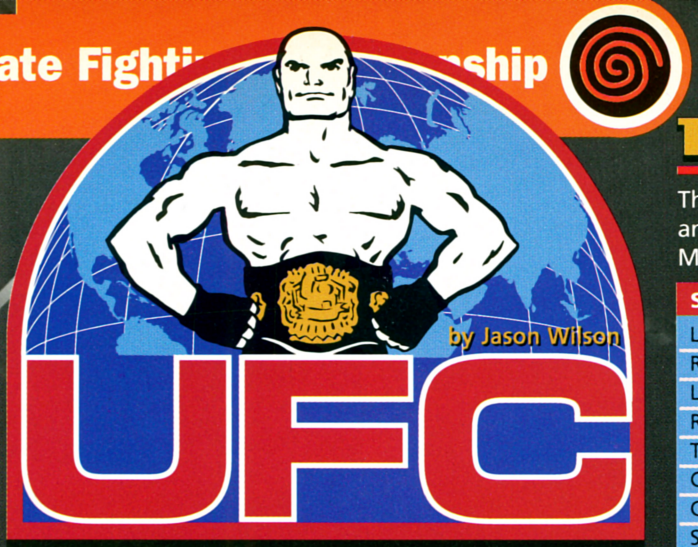
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SUDDENLY, THE WHOLE COUNTRY IS INBOUNDS.



Once in a while, a truly "new" one-on-one fighting game comes along and just blows everyone's mind. Ultimate Fighting Championship *is not an artistic masterpiece with the maturity of the* Virtua Fighter *or* Street Fighter *series, but it has something that most fighting games to this day do not have: a counter to each and every move in the game. Most of the special moves are "tap" related, similar to the Tobal games. To succeed, you must use effective counter moves, keep yourself at a safe distance in order to recover energy properly and utilize your fighter's specific style strengths. For example, knowing Andre Roberts is a large, strong fighter, you will want to wear your opponent down with his powerful punches and kicks rather than grapple on the floor—especially if you are fighting a much smaller, submission-style opponent who NEEDS to lure a larger opponent to the mat to set him up for a maneuver that will cause him to "tap out." All of the fighters in the UFC are real athletes who compete for fame, glory and the right to hold the Ultimate Fighting Championship World Championship! This strategy guide will discuss the main techniques for each character that will give you the greatest chance of obtaining the Ultimate Fighting Championship World Title. Are you ready? LET'S GET IT ON!*

BASIC MOVES

These basic techniques are universal; they work for any of the UFC competitors. Master them in Training Mode before attempting to enter the competition.

Standing Moves
Left Punch—**X**
Right Punch—**Y**
Left Kick—**A**
Right Kick—**B**
Take Down—**X** + **A** simultaneously, or **Y** + **B** simultaneously
Counter Punch—**X** + **Y** simultaneously
Counter Kick—**A** + **B** simultaneously
Strong Left Punch—← + **X**
Strong Right Punch—← + **Y**
Strong Left Kick—← + **A**
Strong Right Kick—← + **B**
Strong Left Punch Type 2—→ + **X**
Strong Right Punch Type 2—→ + **Y**
Strong Left Kick Type 2—→ + **A**
Strong Right Kick Type 2—→ + **B**
Alternate Kick—↑ + **A**
Alternate Kick 2—↓ + **A**
Alternate Kick 3—↑ + **B**
Alternate Kick 4—↓ + **B**

Mounted Attacks (While on top of your opponent)
Left Punch—**X**
Right Punch—**Y**
Grab—**X** + **A** simultaneously
Counter—**X** + **Y** simultaneously

UFC MODE





You're going to need to win three matches with each of the fighters in order to obtain a Silver UFC Belt, which enables you to compete in the Champion Road option, allowing to you defend your belt against 12 straight hungry UFC opponents. Also, each time you win a silver UFC title belt, you will have enabled that particular fighter's grappling techniques during Career Mode, allowing you to create the fighter of your dreams!

THE UFC FIGHTERS

This detailed list displays each character's unique moves that are correlated only to that particular fighter. Some of the moves must be entered very quickly and must be precise in order for them to work properly.

NOTE: For all Special Moves, refer to the UFC instruction manual... or the in-game tutorial, which contains each special move the game has to offer!



ANDRE ROBERTS
"The Chief"

Discipline: Wrestling/Boxing
Age: 35
Height: 6'2"
Weight: 345
Hometown: Tama, IA
Strengths:
Power
Wrestling Ability
Size and Strength



Jeremy Horn can bring an opponent to the ground and have a Reverse Arm bar Cross Mount in the first few seconds of Round One! Horn is one of the most dangerous characters in the game due to his ability to quickly dominate and end the match with just one move. Horn's Jiu-Jitsu fighting style differs from the other fighters because it leaves him open after certain punches when followed by a Forward Step. Attack your opponent relentlessly to bring them to the ground, and perform a cross mount maneuver, which will enable Horn to do the majority of his damage from various punches.

A DIFFICULT ROAD





This is not an easy task by any stretch of the imagination. Getting through UFC Mode without getting pummeled in an early round match-up is not a piece of cake. You will need to understand each of the fighter's characteristics and get familiar with the special techniques that each likes to exploit. You will need to counter moves effectively, learn when to dodge and build your energy bar back to a normal state. Each UFC match will either end within 20 seconds, or last quite a while depending on how much of a defensive presence you can flaunt throughout the match. As stated in the introduction, take advantage of the fighting style that each competitor is known for. Stay at a safe distance from your opponent at all times. A few quick hits or a submission-style maneuver is all it takes for you to go down for good or "tap out."



SECRET CHARACTERS







Card Girl—Earn a Silver UFC Belt with ALL 22 fighters and you will be able to play as Card Girl in "Create a Fighter" Mode.







Ulti Man—Earn a Gold UFC Belt with any fighter and you will be able to play as Ulti Man in "Create a Fighter" Mode..

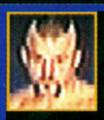


BAS RUTTEN

Discipline: Wrestling/Boxing
Age: 35
Height: 6'1"
Weight: 215
Hometown: Los Angeles, CA
Strengths:
Excellent Striker
Good Submission Fighter
Takedown Defense Skills



Rutten is an accomplished boxer, but is very slow and lethargic when coming up with an offensive scheme to take on certain opponents. Rutten has difficulties matching up with other strikers such as Pedro Rizzo. Rutten does not have many takedown techniques, therefore it is wiser to bash your opponent with Rutten's quick jabs and hooks.



CHUCK LIDDELL

"The Iceman"

Discipline: Kickboxing
Age: 30
Height: 6'2"
Weight: 199
Hometown: San Luis Obispo, CA
Strengths:
Well-Rounded Fighter
Champion Kickboxer
Height Advantage



Chuck Liddell's powerful kicks are hard to avoid. They may be slow when coming out, but one well placed kick to the head will automatically stagger your opponent, allowing Liddell to work his magic on the ground. Liddell is an underrated "ground and pound" fighter, being highly underestimated when in this position. Beware, though; Liddell can not utilize submission maneuvers since his main discipline is kickboxing.



EUGENE JACKSON

"The Wolf"

Discipline: Freestyle
Age: 33
Height: 5'8"
Weight: 195
Hometown: Palo Alto, CA
Strengths:
Good Striking Power
Used to Bottom Fighting
Physical Strengths



Jackson is an accomplished boxer, but has little prowess in the endurance department and can be weakened easily if he throws too many punches at a time. Watch your strength bar when using Jackson; know when to play defensive and when to use a flurry of punches for the win.



EVAN TANNER

Discipline: Freestyle
Age: 28
Height: 6'0"
Weight: 199
Hometown: Dallas, TX
Strengths:
Strong Grappling Ability
Knee Strikes
Effective Side Changes



Another fighter at the maximum of the weight class for middleweights, Evan Tanner is not a fighter you want to grapple with. Combine Tanner's extensive ground tactics with his original knee strikes that can daze the opponent and you will have a hard time figuring out Tanner's unorthodox style (at least compared to the other fighters).



PEDRO RIZZO
"The Rock"

Discipline: Ruas Vale Todo
Age: 26
Height: 6'1"
Weight: 228
Hometown: Rio de Janeiro, Brazil
Strengths:
Quick, Accurate Strikes
Comfortable Fighting on the Ground
Good Ground Defense



Pedro Rizzo has defeated some of the best the UFC has to offer during his short tenure. His most recent match ended in disappointment, as he was defeated by the reigning UFC champion, Kevin Randleman in a less-than-thrilling five-round match. Rizzo relies on quick strikes, fancying himself a kickboxer, but is weak on ground offense. Stick and move with Rizzo, utilizing his kicking and strengths, keeping away from a possible ground confrontation with a grappler.



FRANK SHAMROCK

Discipline: Submission Fighting
Age: 27
Height: 5'10"
Weight: 192
Hometown: San Jose, CA
Strengths:
Submission Master
Versatile Striker
Excellent Conditioning



Like his brother Ken in the professional wrestling ranks, Frank Shamrock relies on submission tactics and countless mind games to diminish his opponent's confidence. Shamrock has the most moves of any of the UFC characters, mainly due to his intensive ground tactical methods. Once Shamrock has an opponent grounded, it's only a matter of time. Either a Triangle Mount or Knee Cross Hold will finish the job quite efficiently.



GARY GOODRIDGE
"Big Daddy"

Discipline: Freestyle
Age: 34
Height: 6'2"
Weight: 252
Hometown: Ontario, Canada
Strengths:
Submissions
Knockout Puncher
Overpowering Techniques



Domination is one word to describe an alarming attribute in the artillery of one of the most feared fighters in the UFC. Goodridge has almost no delay on his "one-two" punch combination; he can easily overpower his opponent and pummel him to the canvas. Goodridge's endurance is legendary, allowing him to beat down his opponent after a successful mount with relative ease.



TSUYOSHI KOSAKA
"TK"

Discipline: Submission Fighting
Age: 30
Height: 5'11"
Weight: 225
Hometown: Seattle, WA
Strengths:
Expert Ground fighter
Versatile Striker
Known for Conditioning



Kosaka is a seasoned fighter who knows all the tricks in the book from his many years in the UFC. He can match up well with almost anyone, and can be a tactical ground warrior if placed in that position. Constant jab punches and side foot sweeps enable Kosaka to work his way into the opponent's "personal space."



GUY MEZGER

Discipline: Submission Fighting
Age: 32
Height: 6'1"
Weight: 199
Hometown: Dallas, Texas
Strengths:
Excellent Submission Moves
Extensive Ground Work
Powerful Strikes



Guy Mezger's strength lies in working an opponent who has fallen to the mat. Unfortunately, his weakness in hand-to-hand combat means that he won't be able to get into that position regularly. It is difficult to push and pull the bigger UFC fighters around if you are not a seasoned conditioner, which Mezger is not. However, once on the ground, if you are not using another counter-type submission fighter, Mezger will wipe the mat with your face!





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MARK COLEMAN
"The Hammer"

Discipline: Freestyle Wrestling
Age: 35
Height: 6'1"
Weight: 240
Hometown: Columbus, OH
Strengths:
Powerful Striker
Superb Takedowns
Master of "Pound and Ground"



One of the most feared names in the UFC, Mark Coleman personally trained Kevin Randleman, who in turn won his first UFC Championship! Coleman's wrestling technique is unmatched, and his ability to pummel the opponent helpless makes him a formidable foe for anyone. Take down your opponent and start pounding away; Coleman's strength on the ground is nearly unmatched..



MATT HUGHES

Discipline: Wrestling
Age: 26
Height: 5'9
Weight: 169
Hometown: Charleston, IL
Strengths:
Grappling Ability
Good Wrestler
Excellent Takedowns



Matt Hughes is a vicious competitor at his young age, falling just below the middleweight class. Hughes relies more on takedown tactics and overpowering the opponent on mounted positions in a style that compares to Kevin Randleman and Mark Coleman's. Hughes' signature Press Slam startles the opponent and forces them into mistakes early.



MAURICE SMITH

Discipline: Kickboxing/Grappling
Age: 38
Height: 6'2"
Weight: 217
Hometown: Seattle, Washington
Strengths:
Good Ground Defense
Master Striker
Good Ring Strategist



Smith engineered possibly the greatest UFC upset in history when the kickboxing specialist finished off Mark Coleman in a battle of contrasting styles. Smith's age does not show in his technique. His strikes are quick and effective, and his alternating High Kick/Low Kick interchanging moves wear your opponent down.



PAT MILETECH
"The Croation Sensation"

Discipline: Freestyle Jiu-Jitsu
Age: 32
Height: 5'10"
Weight: 169
Hometown: Bettendorf, IA
Strengths:
Excellent Defense
Mixes Striking and Ground Work
Great Submission Grappler



Miletich makes quick work of the opposition with his famous wrestling techniques; they are replicated by many fighters around the world who train at his fighting school in Iowa. Miletich is one of the smaller fighters in the UFC, but don't let that fool you. His submission surprise tactics and outstanding ability to "go the distance" work magnificently for this efficient, patient competitor.



MARCO RUAS
"The King of the Street"

Discipline: Ruas Vale Tudo
Age: 39
Height: 6'1"
Weight: 220
Hometown: Rio de Janeiro, Brazil
Strengths:
Good Striker and Grappler
Excellent Conditioning
Versatile Striker



Ruas is a legend in is own time. Now training Pedro Rizzo to be his successor, Ruas' skills have diminished with age. Concentrate on using Ruas' kicks to get close to your opponent, staying close to the center of the Octagon as much as possible. Ruas is weak when taken down and does not have as much power when in a mounted position.

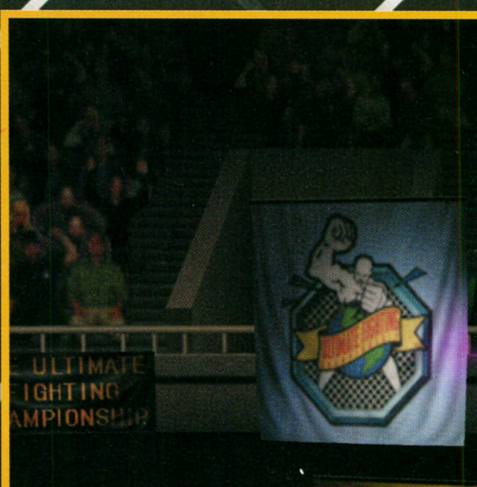


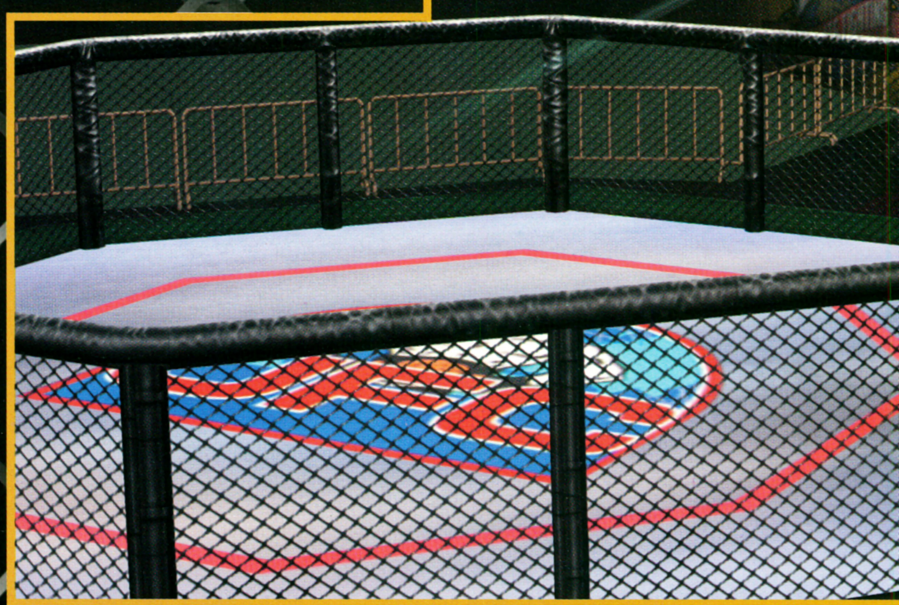
PETE WILLIAMS
"El Duro"

Discipline: Submission
Age: 25
Height: 6'3"
Weight: 235
Hometown: Dallas, TX
Strengths:
Versatility
Size
Submission Master



Pete Williams' specialties may lie in his ability to make the opponent submit, but his set-up moves revolve around double kicks that can daze an opponent with ease. His versatility as a fighter and ability to adapt to another fighter's style is impressive to say the least, and with Williams as formidable as he is at his tender age, we can only imagine what this youngster will accomplish at future UFC events.





Dreamcast strategy

Dreamcast strategy

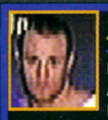


MIKEY BURNETT
"The Assassin"

Discipline: Submission Fighting
Age: 27
Height: 5'6"
Weight: 169
Hometown: Tulsa, Oklahoma
Strengths:
Good Wrestler
Extremely Powerful
Devastating Punches



As the smallest of the UFC fighters, Mikey Burnett might make you laugh... but he will also make you pay for underestimating his submission style and overpowering tactics. Use Burnett's power punches to get in close, then lead your opponent into a takedown and strike accordingly. Burnett's specialty is the Chicken Wing Arm Lock from Mount.



JEREMY HORN

Discipline: Freestyle Jiu-Jitsu
Age: 24
Height: 6'1"
Weight: 220
Hometown: Moline, IL
Strengths:
Standing Skills
Experience
Ground Specialist



Jeremy Horn can bring an opponent to the ground and have a Reverse Arm bar Cross Mount in the first few seconds of Round One! Horn is one of the most dangerous characters in the game due to his ability to quickly dominate and end the match with just one move. Horn's Jiu-Jitsu fighting style differs from the other fighters because it leaves him open after certain punches when followed by a Forward Step. Attack your opponent relentlessly to bring them to the ground, and perform a cross mount maneuver, which will enable Horn to do the majority of his damage from various punches.

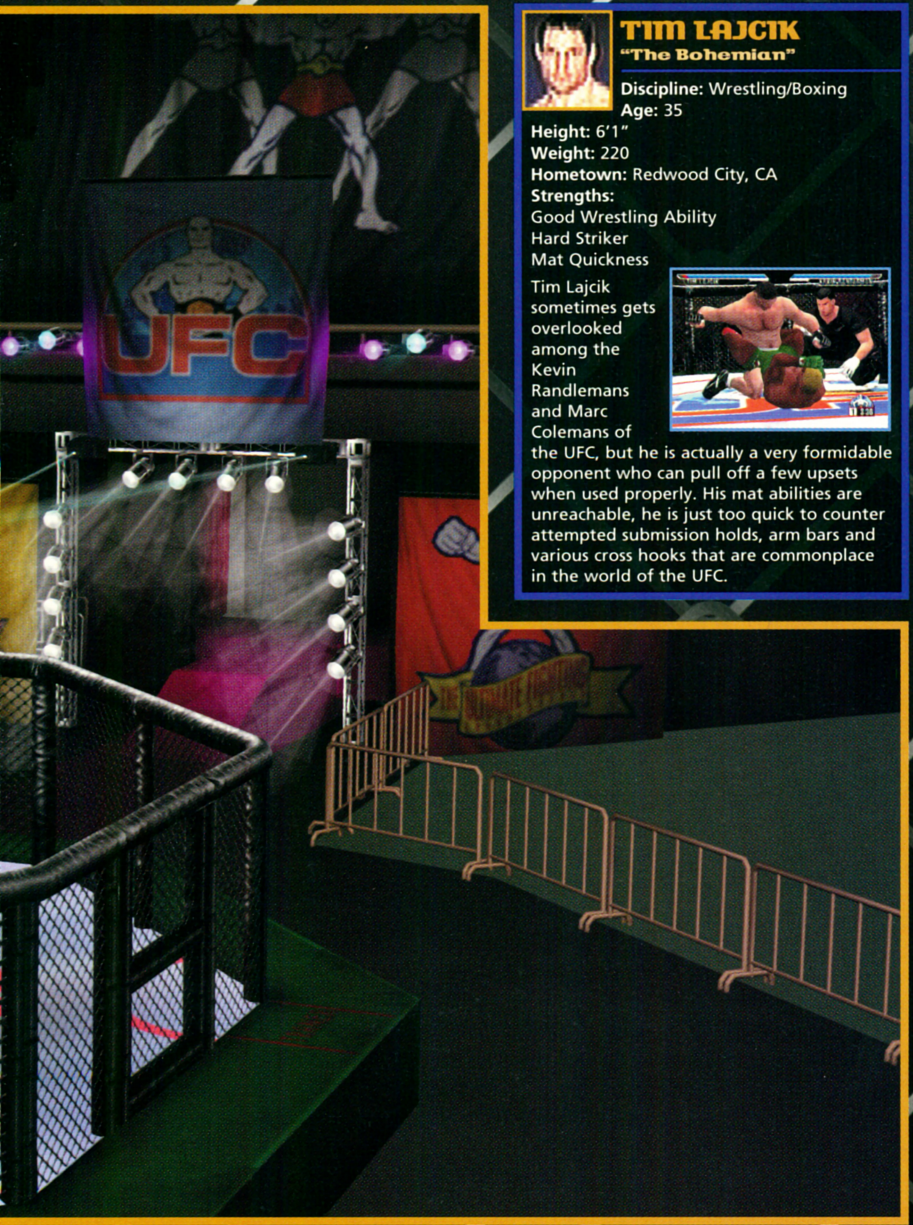


KEVIN RANDLEMAN
"The Monster"

Discipline: Wrestling
Age: 29
Height: 5'10"
Weight: 212
Hometown: Columbus, OH
Strengths:
Wrestling Ability
Extensive Takedowns
Good Submission Maneuvers



The former NCAA Collegiate Wrestling Heavyweight Champion recently defended his UFC World Championship belt against Pedro Rizzo in a very boring match that did not display any of Randleman's wrestling capabilities or punching power. That will not be a factor when using Randleman in the *UFC* video game. Strike his legs—not his face—to weaken him.



TIM LAJCIK
"The Bohemian"

Discipline: Wrestling/Boxing
Age: 35
Height: 6'1"
Weight: 220
Hometown: Redwood City, CA
Strengths:
Good Wrestling Ability
Hard Striker
Mat Quickness

Tim Lajcik sometimes gets overlooked among the Kevin Randlemans and Marc Colemans of the UFC, but he is actually a very formidable opponent who can pull off a few upsets when used properly. His mat abilities are unreachable, he is just too quick to counter attempted submission holds, arm bars and various cross hooks that are commonplace in the world of the UFC.



TITO ORTIZ
"The Badboy"

Discipline: Submission Fighting
Age: 25
Height: 6'2"
Weight: 199
Hometown: Huntington Beach, CA
Strengths:
Great Puncher with Long Reach
Wrestling Ability
Weight Advantage for being a Middleweight



The UFC Middleweight Champion is very flashy and can beat you in an instant with any of his numerous submission tactics. Tito's reach advantage plays an important role in maintaining his stamina throughout the later rounds. Tito can punch an opponent and regain his stamina almost simultaneously since he is practically blocking after he throws a flurry of punches anyway. Tito can fight well on the ground and ultimately overpower the opponent with his punching strength.



RON WATERMAN
"The H2O Man"

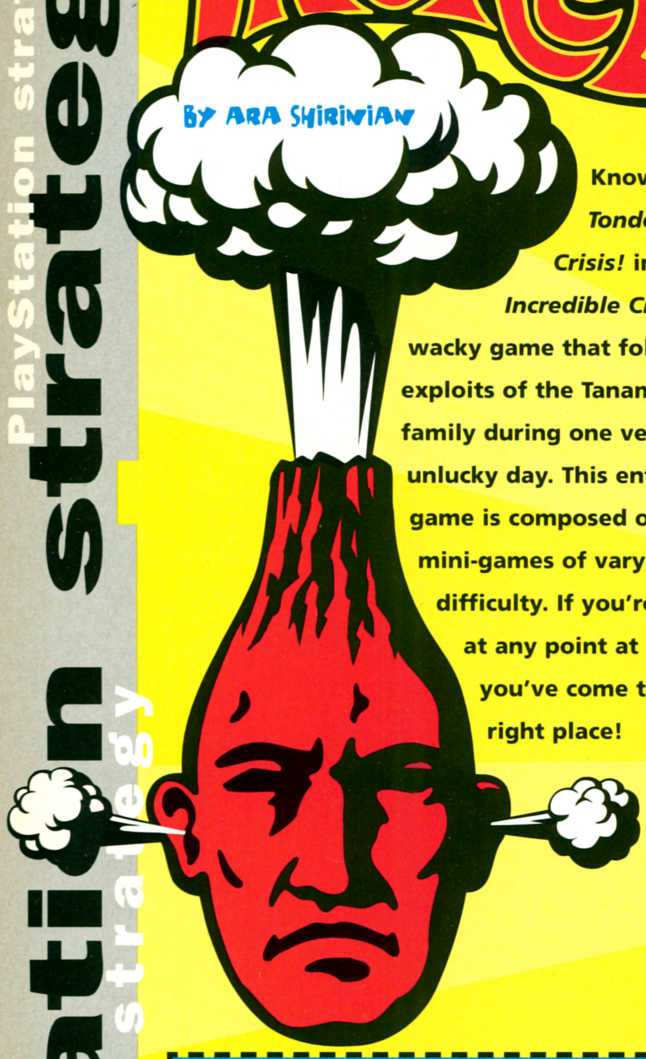
Discipline: Wrestling
Age: 34
Height: 6'2"
Weight: 260
Hometown: Broomfield, CO
Strengths:
Wrestling Ability
Physical Strength
"Ground and Pound" Style



Ron Waterman has a quick style that allows him to grab an opponent and slam him down unexpectedly to begin his patented "Ground and Pound" exploitation tactics. Waterman can beat you in many ways, but his offense is better suited for ground style fights. His strength allows him to rush his opponent immediately, but if not careful, Waterman can be put in a submission hold if he telegraphs his moves too much.

INCREDIBLE CRISIS

BY ARA SHIRINIAN



Known as *Tondemo Crisis!* in Japan, *Incredible Crisis* is a wacky game that follows the exploits of the Tanamatsuri family during one very unlucky day. This entire game is composed of 24 mini-games of varying difficulty. If you're stuck at any point at all, you've come to the right place!

CHOOSE YOUR CONTROLLER

Many of the mini-games in *Incredible Crisis* involve rapidly pressing one or more buttons. If you're no good at rapid button mashing, you can use a controller with a rapid-fire function to give yourself an advantage. But beware! Some rapid fire controllers work better than others. This is not because of any difference of quality between controllers, it's just a side effect of the way the game was programmed. Here are a few examples of some rapid-fire controllers that work well with the game and some that don't:



Rapid-fire on these controllers works great with *Incredible Crisis*.



Rapid-fire on these controllers won't work with *Incredible Crisis*.

THE CUTTING ROOM FLOOR

There are actually two mini-games in the Japanese version of the game that didn't make it into *Incredible Crisis*. One of them is a runaway subway train game where you have to defuse a bomb. The second one is an unusually long karaoke mini-game with Ririka that's reminiscent of a *Parappa the Rapper*-style stage. Check out these screen shots!

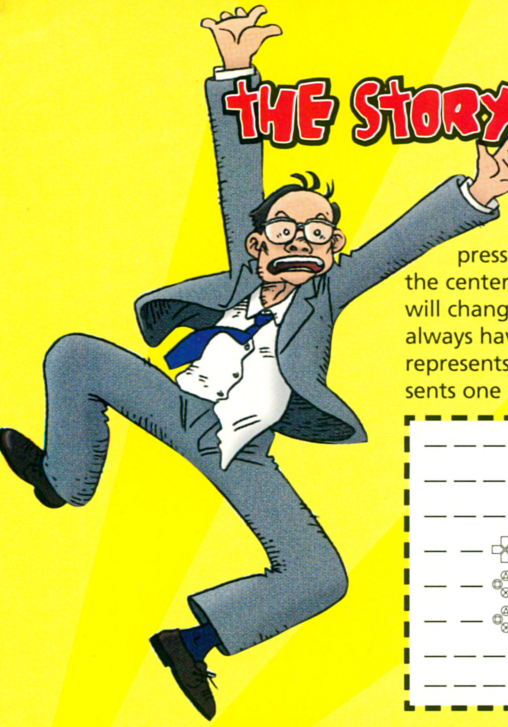


SECRETS

These won't help you to do better in the game, but there are a few cool things that your friend can do on the second controller while you play. In some cases, the "Skinny" and "Big Head" codes won't work if you can't see the player's character on the screen.

Hold this button on Controller 2...	To get this effect...
Right or **Left**	Skinny player
Up or **Down**	Big Head player
×	Whistle sound effect
□	"Boo" sound effect
△	Bicycle horn sound effect
○	Drum hit sound effect

THE STORY OF TANEO



1 TANEO DANCE FEVER



This is the first stage. All you need to do is to press the corresponding controller buttons as they reach the center mark. The pattern of buttons that you encounter will change every time you play this mini-game, but they will always have the same structure as shown below. The ✣ icon represents a direction on the D-pad and the ✣ icon represents one of the four shape buttons on the controller.

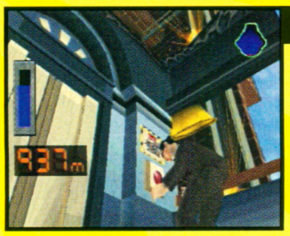
— — — — ✣ — — — — ✣ — — — — ✣ — — — — ✣ — — — — ✣
— — — — ✣ — — — — ✣ — — — — ● — — — — ● — — — — ●
— — — — ✣ — — — — ● — — — — ● — — — — ✣ — — — — ✣
— — ✣ — ✣ — ✣ — ✣ — ✣ — ● — ● — ● — ✣ — ✣ — ✣ —
— — ● — ✣ — ✣ — ✣ — ✣ — ● — ● — ● — ✣ — ✣ — ● —
— — ● — ● — ✣ — ✣ — ● — ● — ✣ — ● — ✣ — ● — ✣ —
— — — — × (Tap repeatedly)
— — — — × (Tap repeatedly)



2 BOWLING INFERNO

Phase...	Obstacles...
1	No Obstacles
2	Ladder, Ladder
3	Barricade, Ladder, Barricade

Here, you must run from the giant iron ball that's chasing you. If you press × too rapidly, the number of "energy drinks" will deplete and you won't be able to run quickly. You must find the proper pace, pressing × fast enough so that the ball does not crush you and slow enough that all the energy drinks don't disappear. There are three sections (I'll call these "phases") that Taneo will run through. You must duck at the right moment to avoid ladders and jump to avoid barricades. The order and placement of obstacles is the exact same every time you play.



3 ELEVATOR OF DOOM!

In this mini-game you must press × as fast as you can while dodging debris that will occasionally fall toward you. Hold any direction on the controller to move out of the way. You'll move back into position when you let go of the D-pad. Try to anticipate when an object will hit you and get out of the way before then. It's much better to get out of the way too early rather than too late, since there is a huge penalty for getting hit. There are two phases to this game, each one will start at 1,000m.



4 BIRD ON A WIRE

In this stage, you have a time limit of approximately two and a half minutes. When you hold down ×, the movement meter will begin to fill from the left side of the screen. When you release ×, it will stop. The color that it stops on determines what happens to Taneo:

Green Zone: Move forward one step.
Blue Zone: Move forward one step, but lose balance.
Red Zone: Don't move forward.

Ideally, you will want to stop the meter on the green zone every time. Every few steps you take, the red zone will increase in size and the green zone will become smaller. Also, the speed of the movement meter will increase!



5 PARAMEDICS, THE A TEAM

Here is a quiz game where you must answer ten correct questions. The questions that will appear for you are random, but on the next page you'll find some facts that will give you all of the trivia you need to know to answer the questions correctly. There are some math questions; unfortunately, most of those are totally random. Usually you'll get ones like 6,066 x 120 = 727,922?, which are practically impossible to compute in the three second time limit. An easy way to make good guess for questions like these is to just consider the last digit in each part of the equation. Six times any multiple of 10 can't result in a number with a "2" in the ones digit, so this answer to this one must be no. You can apply this technique to any of the math-type questions.

5 PARAMEDICS, THE A TEAM continued

Facts:

- 1 kilometer = 1,000 meters
- 1 kilogram = 1,000,000 milligrams
- 1 kilogram = 1,000 grams
- Alaska is the northernmost state in the U.S.
- California is the westernmost state in the U.S. (This is not true, but the game thinks it is.)
- Basketball is played by 5 people per team.
- Soccer is played by 11 people per team.
- Nightingale took an active role in the Crimean War.
- The reindeers pulling Santa's sleigh are all female.
- Tokyo Tower is 333 meters high.
- The currency of Japan is Yen.
- The Danish flag is the oldest national flag in the world.
- 100 minutes past 11:15 is 1:55.

Here are two difficult questions that you might encounter. The first paragraph in each one won't change, so you can recognize the question when it appears without having to read it.

Taro is heavier than Hanako; Pierre is heavier than Taro. Hanako is the oldest & Pierre was born before Taro.

- Pierre is the youngest and heaviest.
- Hanako is the oldest and lightest.

Point A is 300m north of tower & point B is 1km east of tower. C is 500m west of B and D is 200m south of tower.

- Point A is 500m north of point D.
- The tower is west of point C.



6 LET'S GO BY STRETCHER!

This game lasts about two minutes and fifteen seconds. The controls are very simple, but it may be confusing at first because the stretcher veers back and forth wildly each time you press **Right** or **Left**. Try to ignore this effect and imagine that you are either just in one lane or the other. There are five lanes on the street and your stretcher cannot stay between lanes. If you want to move a number of lanes left or right quickly, don't hold the directional button, instead tap it by however many lanes you want to move.

There are three types of obstacles you'll encounter on the road: barricades, motorcycles and cars. If you must hit something, hit a barricade because you won't get penalized for it (aside from the temporary loss of control. Motorcycles will appear from the beginning and take up one lane. They always move straight, so they're easy to dodge. When there's about 950m left to go, yellow and red cars will appear. These guys are tricky because they always swerve across lanes. However, they also always swerve away from the original lane they appear in. Move in front of a car before it swerves to guarantee that it won't hit you. At around 350m left to go, blue cars will appear. These look similar to the other cars, but they won't swerve. Don't confuse the two different types!



7 LOVE, FIREWORKS, AND FERRIS WHEEL

This is one of the toughest stages you'll face. The idea here is to press the direction that your "date" tells you to, until you reach the correct point, then press × as rapidly as possible. If you have a rapid-fire controller, it will really help. Don't stop pressing × until she tells you to move again! Most of the difficulty of this stage comes from the random nature of how many spaces you need to traverse to get to the correct point. It varies a lot, so don't get discouraged. The chart to the right shows you approximately how many times you have to press the directional button, depending on what your "date" says:

If she says this...	Do this...
"All the way..."	Press the specified direction about 40 times.
"Further..."	Press the specified direction about 20 times.
"A little..."	Press the specified direction about 10 times.
"A little bit..."	Press the specified direction about 5 times.
"Just a tiny bit..."	Press the specified direction once or twice.

Remember, these values are only approximations. Sometimes "All the way down" might mean that the point is 50 spaces down, other times it may only be 30 spaces.



8 INDEPENDENCE BAY

This mini-game will seem really tough at first, but there are some techniques you can use to improve your chances of winning. Once again, a rapid-fire controller is a great way to cheat here. The most important thing to remember is to move your targeting cursor as little as possible. Instead of chasing the missiles around, leave the cursor near the top of the screen (as shown in the photo) and just move left and right as missiles approach. You should be rapidly pressing × the whole time. When the timer reaches 550, the missiles will start heading towards you! Even if this happens, don't move the cursor down. The missiles that hit you will only temporarily slow down your cursor and it's a waste of time to move around the screen so much. Concentrate only on the ones heading for the alien ship.



9 TITANIC AWAY

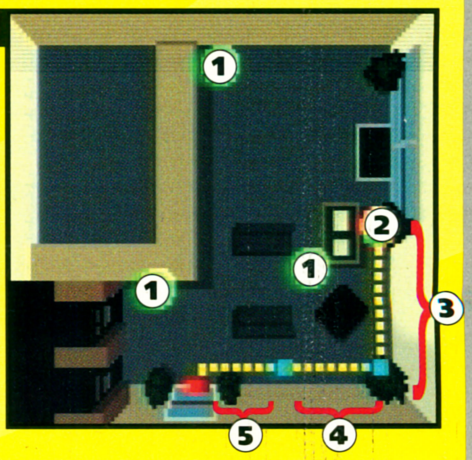
This game is similar to the "Elevator of Doom," but it's slightly more complicated. You can use the same techniques you learned in that mini-game here. In addition to pressing × rapidly and dodging falling objects, you must empty your bucket each time it fills up. It's not very hard, but it might be a bit of an endurance challenge for those without rapid-fire. If you're having trouble with this one, try to make sure that you bail out your bucket before anything hits you, including the sailor who dances on the plug. Remember, your bucket doesn't have to be completely full for you to bail it out, and sometimes it will be to your advantage to only fill it up partially.

THE STORY OF ETSUKO

10 AFTERNOON OF THE WOLVES



You have just under three and a half minutes to complete this game. On the radar, you're the pink dot. When you press ✕ rapidly, you will move in the direction of the dotted line. Pressing △ will immediately move you back to the starting point, or the last safe point that you reached. The other three dots represent the robbers. Their color will change depending on what each of them is doing



1. Robbers
2. Etsuko
3. Phase 1
4. Phase 2
5. Phase 3

Robbers color	Means...
Green	He's looking away from you.
Yellow	He'll turn toward you in a moment.
Red	He's looking toward you.

If you sneak around while any of the robbers are looking at you (red), you'll get caught and it'll be game over! There are three phases to this game. The movements of the robbers will change in each phase. If this sounds confusing, all you need to do is look on the radar, then rapidly press ✕ when the nearby robbers are all green.

11 POUND FOR POUND



In this mini-game, you must select different items that will add up to exactly to a certain weight. There are only four different required weights possible. In the chart below, you can find exactly what items will add up to the weight you need to match. When the game begins, first press □ to see what the required weight is. Then, just look at the chart and select the listed items! You must press □ again to complete the stage after you're finished.

For this required weight...	Use these items...		Location
6,127g	Buffalo's Horn	4,000g	1st row
	Snapper	2,000g	1st row
	Tangerine	50g	3rd row
	Tissue	44g	3rd row
	Medicinal Herb	33g	3rd row
6,666g	Bear's Paw	5,000g	1st row
	Chinese Cabbage	1,500g	1st row
	Tangerine	50g	2nd row
	Tangerine	50g	4th row
	Medicinal Herb	33g	4th row
	Medicinal Herb	33g	2nd row
7,010g	Bear's Paw	5,000g	1st row
	Chinese Cabbage	1,500g	2nd row
	Green Onion	320g	2nd row
	Carrot	140g	4th row
	Tangerine	50g	2nd row
9,355g	Bear's Paw	5,000g	1st row
	Buffalo's Horn	4,000g	5th row
	Onion	160g	5th row
	Carrot	140g	4th row
	Tissue	44g	3rd row
	Perilla	11g	5th row



12 ETSUKO AND THE GOLDEN PIG

If you've played games like *Beatmania* (a.k.a *Hip-Hop Mania),* this mini-game will be really easy. All you have to do is hit the corresponding button as it reaches the bottom of the screen. It's a bit awkward because the corresponding note will not play unless you hit the button exactly.



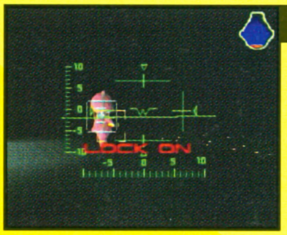
13 Snowboarding with Wolves

This mini-game is pretty simple, but it's almost impossible to control the snowboard. If you hit either edge of the path, you'll spin out of control for a few moments. This won't hurt you directly, but it's very frustrating. On the other hand, the machine guns and grenades coming from the wolves will definitely hurt you. If you want to snowboard in a straight line (or close to it), move left and right just by tapping the directional pad. One tap is enough to point you in the opposite direction; you must continually weave back and forth to stay in the middle.

14 Looks Like Top Gun



Here you must maneuver the plane through a tunnel. It's a little awkward because of the strange camera angle. You can hit the walls, ceiling and floor of the tunnel without any penalty, so all you really need to watch out for is the oncoming jets and the closing doors.



15 Bear Wars

In this mini-game, you must line up your target cursor to the one on the bear's back and press × to fire. You can only hit the bear once every time your craft passes by it. The major difficulty here is that your target cursor moves really, really slow. Keep it just below the center of the screen and try to anticipate when the bear will appear next. You only need eight hits to complete this one.



The Story of Tsuyoshi

16 King of the Hill



In order to advance up the hill, you must press × only when the moving bar at the bottom of the screen is in the middle section of the meter. Try to build a rhythm so you don't have to look at the bar at all to advance quickly. Usually, the mud slide patterns tend to move in a certain direction, either from left to right or from right to left. Once you get caught in a mud slide, you must move to another "lane," otherwise you'll fall all the way down. If you see that the mud slides are coming at you, it's a bit more efficient if you move toward the direction they are coming from instead of away.



17 Kiss of Spider Man

Phase	Hold down for exactly...
1	2 seconds
2	2.8 seconds
3	4.3 seconds
4	7 seconds

This one is just like "Bird on a Wire," but with a little twist: The movement meter will disappear as it approaches the green zone! To make it even harder, every few steps the green zone will get smaller and the speed of the movement meter will decrease. But don't worry! If you have a stopwatch handy, you can use the chart above to help you. It shows you exactly how long you must hold × down for each phase in order to stop the movement meter in the green zone.

18 Titanic Away, Again?!?



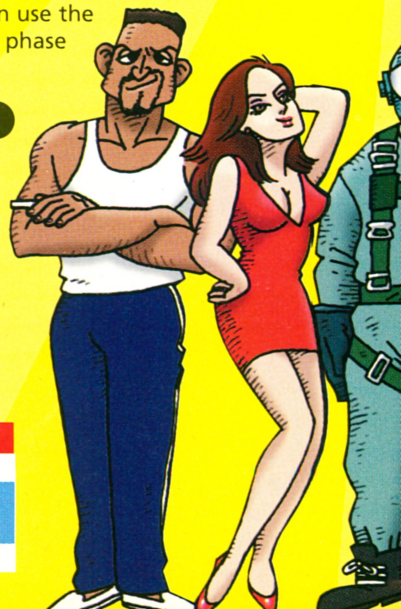
This game is practically identical to the first "Titanic Away." It's not really any more difficult either.



19 Mantis Park

This one is similar to "Bowling Inferno." It's slightly harder because you'll have to press × a little faster than you had to with Taneo. Also, there are a few more obstacles. For the frogs in the second phase, you must jump to avoid the first three and duck to avoid the last one. In the last phase, you can jump to avoid all the pencils.

Phase...	Obstacles...
1	No Obstacles
2	Frog (Jump), Frog (Jump), Frog (Jump, Frog (Duck)
3	Pencil, Pencil, Pencil





THE STORY OF RIRIKA

20 THE TENSE TEACHER



In this mini-game, you have to move Ririka to the desk in the corner of the classroom. When you swap the girls' seats, the teacher may throw chalk at the girl you just moved. He will only throw the chalk if you try to change a girl's place while he isn't writing on the board. If one of Ririka's classmates get hit with chalk, it's not too bad, but if Ririka herself gets hit even once it's game over! Watch the teacher carefully and only move Ririka when he's busy writing.



21 THE GOODS MUST BE CRAZY

This mini-game is the easiest. All you have to do is just look for the items you need to pick up from the display rack and select them. Piece of cake!





22 IGNORANT ENCOUNTERS

Okay! You're almost near the end! This one is really tough, but like most of the mini-games, there are a few ways you can cheat to make things a lot easier for you. There are a number of ways to memorize the order of colors that appear, one of which may be easier for you than the others:

1. **Memorize the order of the notes.**
2. **Memorize the order of the colors.**
3. **Memorize the order of the corresponding button movements on the controller.**
4. **Forget about memorizing and write the order of colors down on a piece of paper.**

Clearly, it's easiest to just write things down, if you want to cheat. You can pause the game after each color appears so you won't even have to write quickly. The screen will disappear while the game is paused, so you will have to use a tiny portion of your brain for this.

There are six phases in this mini-game, where each one presents you with a more difficult random pattern than the last:

Phase...	Pattern Length...
1	3 colors
2	3 colors
3	5 colors
4	5 colors
5	7 colors
6	7 colors

Here is the correspondence between the colors, controller buttons and musical notes you'll hear in each pattern:

Color	Button	Note
Purple	□	E
Blue	×	D flat
Red	○	B flat
Green	△	G



23 TITANIC AWAY, ONE MORE TIME... HONEST



Yes, you'll have to play this game for the third time now. No problem, right?



24 DE CRANE!! DE CRANE!!

At last, the final mini-game. This one is not too hard all by itself, but it may be a challenge for you to rapidly tap △ and × for about two and a half minutes without your fingers getting tired. Don't ride in front of the crane's ball and maneuver carefully so that you won't run into the cannon balls it fires.

by Jason Wilson



Now you may be a bit confused. I'll admit that countless *Street Fighter* games have been released in the arcades and for every console system imaginable. There have been three different versions of *Street Fighter III* in the arcades; the first two (subtitled *New Generation* and *2nd Impact—Giant Attack*) were released on a single Dreamcast disc under the name *Street Fighter III Double Impact*. The third game (subtitled *3rd Strike—Fight for the Future*) is now available for Dreamcast owners. Since we already covered the game's characters and moves lists in our September '99 issue (to coincide with the release of the arcade version), this strategy guide will be similar to our, *Double Impact* coverage, focusing on one combo per character.In addition to this, I will discuss one of the most advanced techniques in the game: the Kara Throw, which allows you to cancel certain normal moves into a normal throw. The difference, however, is that the Kara Throw increases your throw range up to 25%!

THE KARA THROW

This newly-discovered technique has been dubbed the "Kara Throw" by Japanese players (meaning "empty" or "magic" throw). This is a major breakthrough in *Street Fighter* technique because it generally increases each character's throw range dramatically! You may not notice it at first, but *3rd Strike*'s throws are not done normally by pressing on the D-pad and pressing Fierce or Roundhouse as it has been done for years. You can actually just press the Jab Punch and Short Kick buttons simultaneously when close to your opponent to throw him. The Kara Throw combines normal moves and throws into one quick throw that actually "cancels" the throw into a normal throw so quickly that you will not realize it unless you actually are looking for specific animation frames that look different than normal. Similarly, you can listen for certain character sounds that let you know that the move has been performed correctly.

To practice the Kara Throw, stand just outside of your character's normal throw range, get into the rhythm of the normal throw by pressing Jab Punch + Short Kick simultaneously, then incorporating the throw at the end of a normal move as shown on the following chart. The easiest character to practice this with is Chun-Li, whose Roundhouse Kick animation can be seen when a Kara Throw has been successfully performed. Notice that her normal throw will not connect directly from slightly outside sweep range...but her Kara Throw will. To do it, press Roundhouse Kick slightly before pressing Jab Punch + Short Kick simultaneously. It will look like you are pressing all three buttons at the same time, but you have to sneak in the Roundhouse button slightly before the other two. Listed to the left are the normal moves for each character that can be cancelled into a Kara Throw with ratings that give you an idea of each character's Kara Throw range.

Character	Cancelable Kara Move(s)	Throw Range
Hugo	Forward Kick	9
Alex	Strong Punch Forward Kick (when close) → + Fierce Punch	8
Gill	→ + Forward Kick	7
Urien	→ + Forward kick → + Strong Punch	6
Necro	Strong Punch → + Forward Kick Roundhouse Kick	6
Chun-Li	Roundhouse Kick Jumping Fierce Punch (Air Kara Throw)	6
Oro	→ + Strong Punch Forward Kick Roundhouse Kick	5
Ryu	→ + Strong Punch	5
Ken	Forward Kick Roundhouse Kick	5
Akuma	→ + Strong Punch	5
Q	Strong Punch	5
Remy	Forward Kick (when close) Strong Punch Roundhouse Kick	5
Elena	Strong Punch Roundhouse Kick → + Forward Kick	4
Twelve	Strong Punch Fierce Punch	4
Dudley	Forward Kick → + Strong Punch Roundhouse Kick	3
Makoto	→ + Strong Punch → + Forward Kick	3
Sean	Fierce Punch Roundhouse Kick → + Fierce Punch	3
Yun	→ + Forward Kick	2
Yang	Strong Punch Roundhouse Kick → + Forward Kick	2
Ibuki	Strong Punch Forward Kick, Roundhouse Kick	1



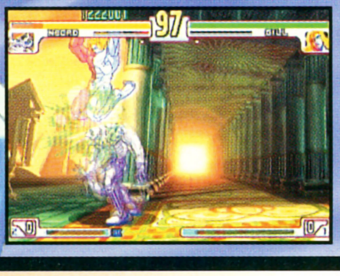
CHARACTER RANKINGS

Top Tier		Second Tier		Third Tier	Bottom Tier
Chun Li	Ryu	Ken	Hugo	Elena	Sean
Akuma	Remy	Makoto	Urien	Necro	Twelve
	Alex	Ibuki	Oro	Dudley	
		Yang		Q	
		Yun			



SECRET CHARACTER: GILL

To unlock Gill as a playable character, you must beat the game with every character at any difficulty setting. Once you have done this, Gill will appear at the fighter select screen.



COMBOS

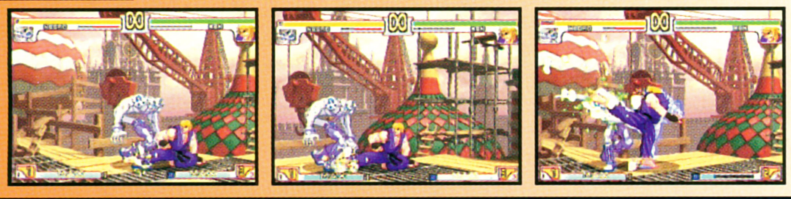
RYU

Cross up the opponent with a Jumping Roundhouse Kick, crouching Jab Punch, crouching Short Kick, crouching Jab Punch, then Super Cancel into the Shinkuu-Hadoken Super Art!



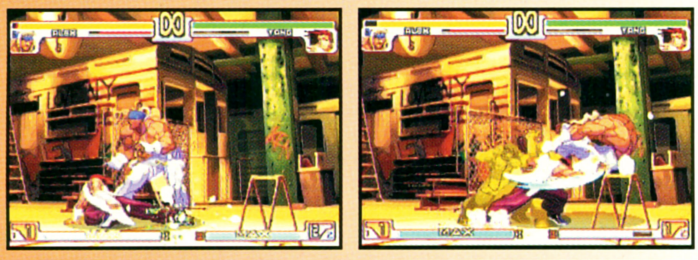
KEN

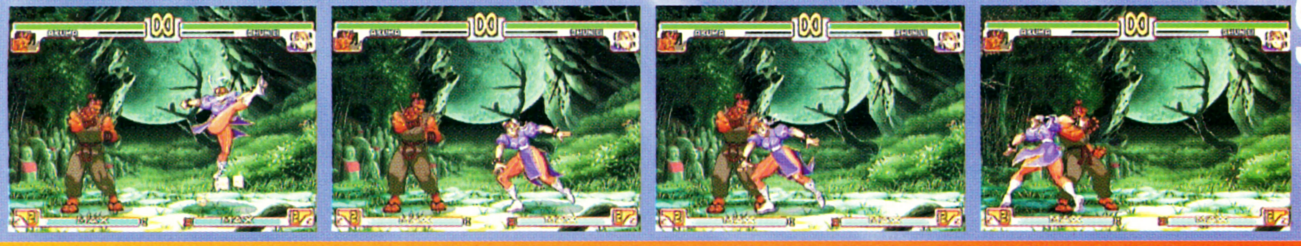
Walk up to your opponent and perform three crouching Short Kicks, then Super Cancel into the Shippuujinrai Kyaku Super Art!



YANG

A crouching Forward Kick, two-in-one into an EX Rekka Ken.





YUN

(opponent must be in the corner)
Jump at your opponent with Fierce Punch, Strong Punch, Fierce Punch, ← + Fierce Punch, Super Cancel into Genei Jin Super Art, Tetuzankou Uppercut, → + Forward Kick, Zesshou Hohou with Jab Punch, Standing Forward Kick, Zesshou Hohou with Jab Punch

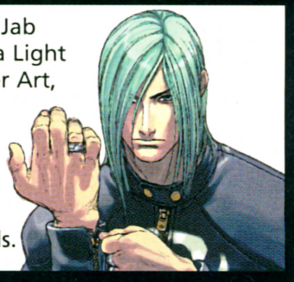




REMY

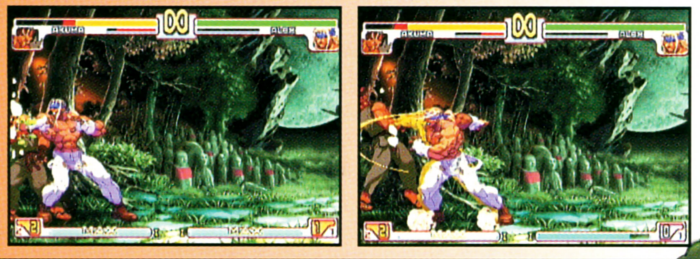
(opponent must be in the corner) Perform a throw by pressing ONLY Jab Punch + Short Kick (this will juggle the opponent); Super Cancel into a Light of Justice Super Art, then perform another Light of Justice Super Art before your opponent lands.





ALEX

Standing Strong Punch, two-in-one into EX Flash Chop with Strong Punch.

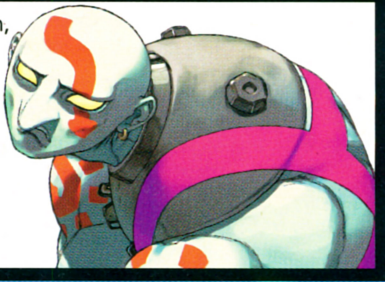




NECRO

← + Strong punch, two-in-one into Strong Spinning Punch, cancel into Electric Snake.





CHUN-LI

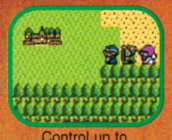
Flip Kick, crouching Forward Kick, cancel into Houyouko Sen Super Art, cancel air jump into Fierce Punch air chain by pressing ↓↑ before the Houyouko Sen Super Art has ended, then Fierce Punch, Fierce Punch in air.

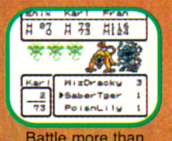




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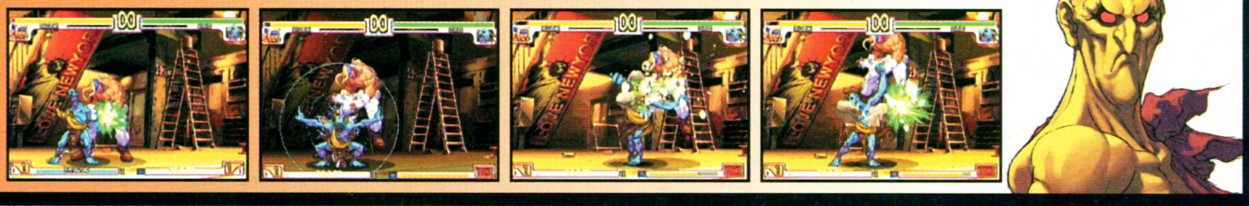
Q

Jump in with a deep Fierce Punch, standing Forward Kick, two-in-one into Dashing Head Attack, cancel into Critical Combo Attack.



ORO

A standing Strong Punch, cancel into Advanced Tengu Stone Super Art, → + Strong Punch, standing Strong Punch, → + Strong Punch, repeat until Tengu Stone runs out.



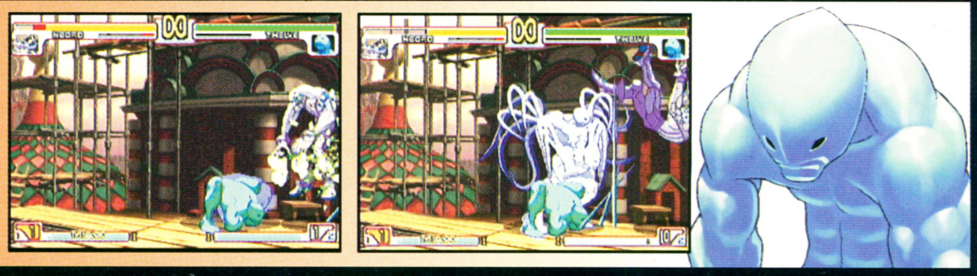
DUDLEY

EX Machine Gun Blow, Jab Punch Machine Gun Blow, cancel into Corkscrew Blow before your opponent lands.



TWELVE

(opponent must be in the corner)
EX N.D.L, cancel into X.N.D.L Super Art.



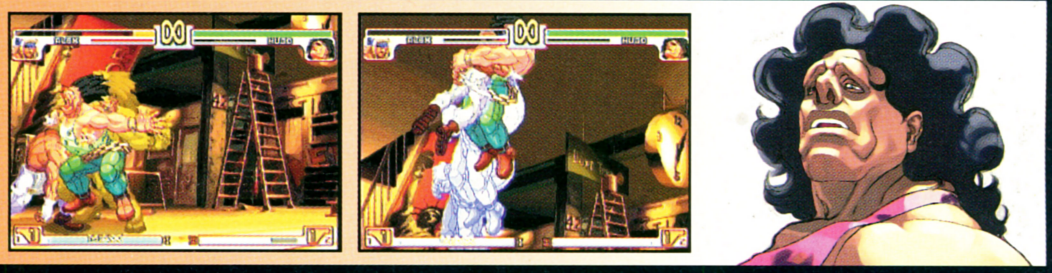
ELENA

Jump at your opponent with a Strong Punch, Fierce Punch air chain, crouching short Kick, cancel into Spinning Beat.



HUGO

(opponent must be in the corner)
EX Hand Slap followed by a Megaton Press.



AKUMA

Sweep your opponent, then cancel the Raging Demon Super Art before your opponent gets up.







MAKOTO

Grab your opponent with a Roundhouse Karakusa, a standing Fierce Punch, two-in-one into Fierce Hayate.









IBUKI

Jab Punch, Strong Punch, Fierce Punch, two-in-one into EX Kazekiri, cancel into Kasumi Suzaku.









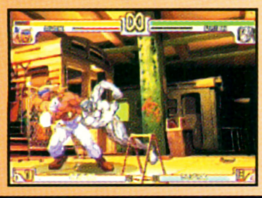


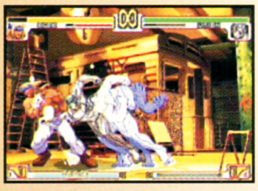


URIEN

Crouching Fierce Punch, two-in-one into Chariot Attack, cancel into Tyrant Slaughter.





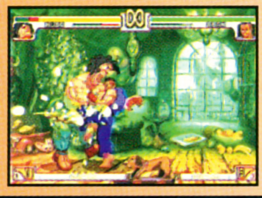




SEAN

Jump at your opponent with a deep Roundhouse Kick, standing Roundhouse Kick, cancel into Hadou Burst Super Art.













SELECT GAMES



Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

Pick it!

The elite "*Tips & Tricks* Pick" is given to those select few games that are highly recommended by the *T&T* staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!

Watch for it!

Games with the *Super Import* symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!

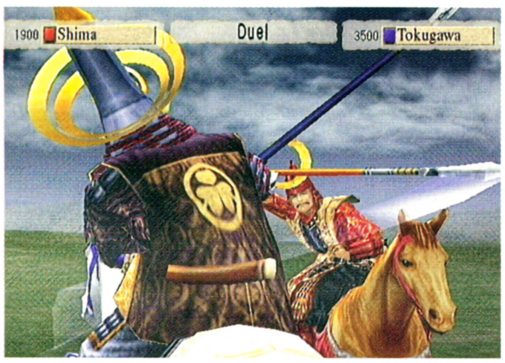
KESSEN

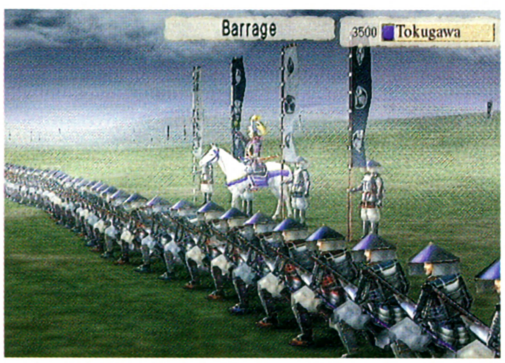
PS2

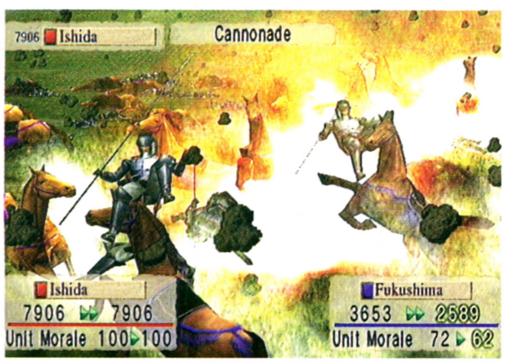
Electronic Arts • October • 1 Player

Tips & Tricks Pick!

Koei, the developer of *Kessen,* was one of the first companies to show PlayStation 2 images when the new system was officially announced in Japan back in March of 1999. The gorgeous screen shots of thousands of soldiers charging across the fields had many people jazzed about the immense potential power of the PlayStation 2. Even after the March 2000 launch of the PlayStation 2 in Japan, *Kessen* still proves to be the showcase title for the system's power...and this may still hold true when it debuts here in the U.S. in October. *Kessen,* which means "decisive battle," starts with Japan's most famous civil war battle during the seventeenth century known as the Battle of Sekigahara. You take on the role of Tokugawa Ieyasu, Japan's most celebrated warlord, and confront the Toyotomi family loyalists to determine who will be crowned the ultimate shogun and unite the nation. *Kessen* was the first DVD title for the PlayStation 2 in Japan, as many of the early launch titles were still on the CD-ROM format. It will also be the first game to show hundreds of 3-D characters on screen at the same time, each with his or her own unique animation. The game centers around heavy, cerebral battle tactics; as the commander, you must determine how to move your battalions in order to gain victory. Players must keep up with supplies, advances in weapons technology, terrain lay-out and even personality quirks and morale within the army. Three types of camera views will allow you to see the whole battlefield, a particular unit, or zoom in on hand-to-hand combat in all its gory glory! Strategic planning is also not limited to the battlefield; you must also learn the politics of bribing and coercing the enemy to join your cause. *Kessen* may not be for everyone, considering its intense strategy angle, but there is no question that it is a solid launch title for when the PlayStation 2 comes out of the gate on October 26th.













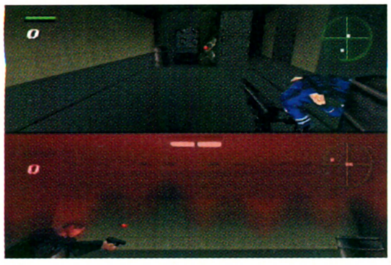
THE WORLD IS NOT ENOUGH

UPDATE! TIPS & TRICKS PICK!

Electronic Arts • November • 1-4 Players

We got a hands-on look with the upcoming Bond sequel by EA for the N64 and some of us haven't stopped playing yet! *The World is Not Enough* unfolds just like the movie but with a couple of plot twists to keep the player involved with the story's outcome. EA has really done its homework when it comes to implementing all the right touches that made Rare's *GoldenEye* an N64 classic. The real test in pleasing Bond fanatics will certainly be in the multiplayer mode, and we can safely say that *The World is Not Enough* will keep you and your friends up way past the witching hour. The multiplayer mode will not only support four players, but will also give you the option of adding up to eight computer-controlled players for an all-out war. Classic Bond characters can be selected for the multiplayer mode, just like in *GoldenEye*, but they must be earned by playing the single-player game. Bond is finally back on the N64!









TONY HAWK'S PRO SKATER 2

Activision • Fall• 1-2 Players

Although Crave published the Dreamcast version of the first Tony Hawk game, *Tony Hawk's Pro Skater 2* will fall back under the jurisdiction of Activision. *Pro Skater 2* has added three new skaters to its roster from the first game: Steve Caballero, Eric Kosten and Rodney Mullen. The game will feature a whole new set of tricks and an expanded multiplayer mode which will include a new skating contest. The game will allow you to create your own players and even your own skate park, which you can save on your VMS unit and transfer them amongst friends. Activision just announced some new artists which will be featured in the *Tony Hawk's Pro Skater 2* soundtrack such as: Rage Against the Machine, Anthrax, Papa Roach, Fu Manchu, Bad Religion and a whole lot more angst-ridden bands. You can't skate without being angry!











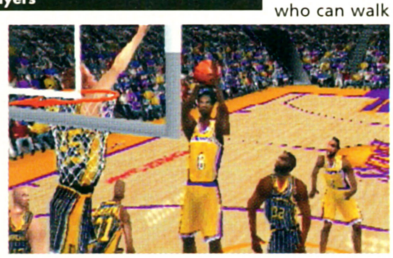


NBA LIVE 2001

EA Sports • October • 1-4 Players

You know when the NBA season approaches when Jason and Anatole start brawling in the *T&T* offices over the Jazz versus the Lakers. Thankfully, the Lakers put the argument to rest last season...but Jason's ready for more Jazz heroics! With *NBA Live 2001*, NBA fans can prevent infighting and see who can walk the walk. This year's *Live* features explosive motion capture performances by Kevin Garnett of the Minnesota Timberwolves. Some new player facial animation and player reactions will be included to bring more realism to the experience. Players will even get in the ref's face and argue calls; now that's realism! A big complaint of the *Live* series was the lack of an inside game. This year *NBA Live 2001* will improve the in-the-paint game with up-and-under moves, drop steps, baby hooks and more contact and bruising for position (the kind of stuff that NBA Commissioner David Stern hates!) *NBA Live 2001* will also be available on PlayStation 2 later this year.













MOTO GP

Namco • Possible 2001 • 1-2 Players









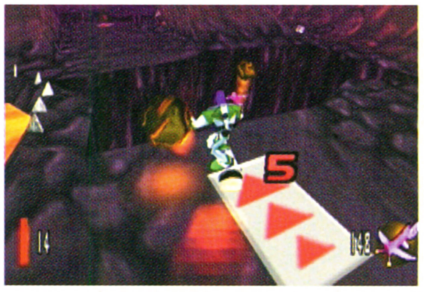


Those of you who were fortunate enough to have tried the arcade version of this game (its title was *GP500*) knew that it was super tough to play. Namco is not known for creating racing games with heavy simulation characteristics, so this is quite a departure from what we're used to. But make no mistake, this doesn't mean that *Moto GP* is anything like those impossible-to-control Formula 1 racing games that seem to be so popular with those fellows from across the pond. The major feature in *Moto GP* that moves it into the realm of "simulation style" and out of that of "arcade style"—ironic, since it was an arcade game!—is that the bikes behave very realistically. When you're approaching a turn, you've got to seriously brake for it. It's a little disconcerting at first, but it really adds some depth to the gameplay. And the bikes handle intuitively at the same time. *Moto GP* is tough, but playable. Once you get the hang of it, the game becomes really addictive. Few games can really convey the feel of racing the way *Moto GP* can.



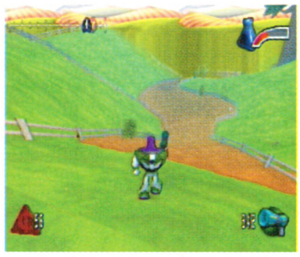
BUZZ LIGHTYEAR OF STAR COMMAND

Activision • October• 1 Player



This latest game in the *Toy Story* franchise is based on the new TV series of the same name. Developed by Traveller's Tales, *Buzz Lightyear of Star Command* is a strange action game that feels a lot like the "Chase Dr. Robotnik" stages in *Sonic Adventure*, only with shooting and without the running. In each stage, you must chase one of the bad guys to the end of the area, and then (surprise!) battle it out to capture them. The power-up system is implemented in a very classic style, reminiscent of old arcade games like *Gondomania*. Each power-up displays a number which tells you how many tokens you need to collect before picking it up. Every time you get one, the corresponding number of tokens is deducted from your total. In addition to the wide array of weapons that are available, hoverboards, jet packs and other futuristic modes of transportation are also at your disposal.









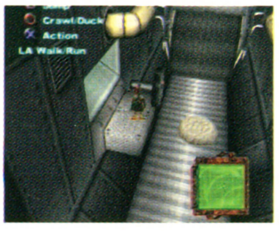
CHICKEN RUN

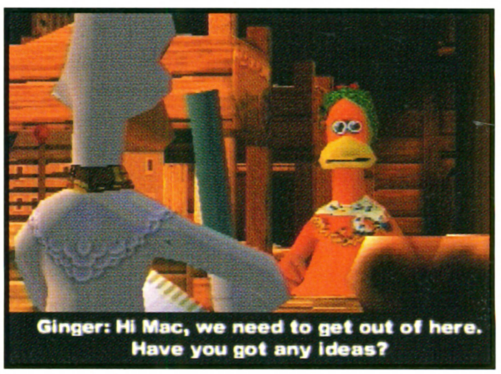
Eidos • November • 1 Player









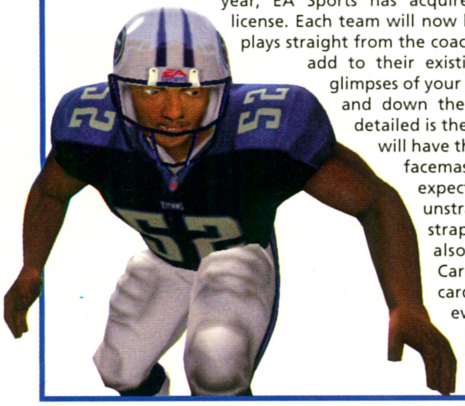


Coming this fall is Eidos' *Chicken Run* video game. It borrows some elements from games like *Metal Gear Solid* and *Tenchu*. Basically, it's an action/adventure game that involves a lot of sneaking around, finding items and using them at different locations. Between stages you'll get to play a variety of mini-games that represent some of the different attempts the chickens make to escape the farm. It's pretty standard gameplay stuff overall. Currently, the game is in a very early stage of development so there's still a long way to go, but you can get some idea of what the final product will be like from these photos. You'll also control different characters like Ginger and Rocky (and perhaps others) throughout the game. The character models are faithful to the originals, although they've partially lost the clay feel that's characteristic of the *Chicken Run* designs. There's lots of potential here for a great game, so we'll be keeping a close eye on this one.

MADDEN NFL 2001

EA Sports • November • 1- 4 players

One of the most anticipated games for the PlayStation 2 is undoubtedly *Madden NFL 2001*. For some folks, a new console isn't even worth their hard-earned cash unless it's got good ol' *John Madden Football*! This year, EA Sports has acquired the Coaches Club license. Each team will now have unique signature plays straight from the coach's playing strategy to add to their existing play books. You can also catch glimpses of your hard-nosed coach nervously pacing up and down the sidelines, yelling at his players! So detailed is the PlayStation 2 version that the players will have their own trademark wristbands, visors, facemasks, turf tape and elbow pads. You can expect Deion Sanders to have his usual unstrapped gloves and dangling helmet strap! A new game-within-a-game will also be introduced, called "Madden Cards," which are a lot like player trading cards. You'll be able to earn, trade and even wager Madden Cards before challenging someone to a game. *Madden NFL 2001* will certainly help make the PlayStation 2 a must-have console.













MUPPET RACE MANIA

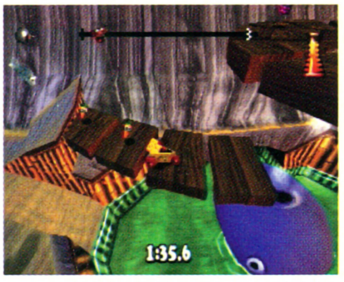
Midway • October• 1-2 Players

All your favorite Muppets are ready to burn some rubber in *Muppet Race Mania*! It seems as though any and every popular character franchise needs to get behind the wheel ever since the genius of *Super Mario Kart*. *Muppet Race Mania* can definitely be accused of hopping on the bandwagon...but how can anyone resist characters like Kermit, Miss Piggy, Gonzo, Fozzie, Rizzo, Beaker, Rowlf and Animal? Each racer gets his or her own specific vehicle; for example, Rizzo drives a Flying Saucer while Animal rips it up on the Dragster. All the courses are based on scenes from Muppet feature films like *The Muppet Movie*, *The Great Muppet Caper*, *The Muppets Take Manhattan* and more. The game plays intermission scenes straight out of a Muppet movie before each race begins. Tons of secrets await to be unlocked including hidden courses and even more Muppet characters, like the Swedish Chef. Jim Henson would be mighty pleased!











BLACK & WHITE

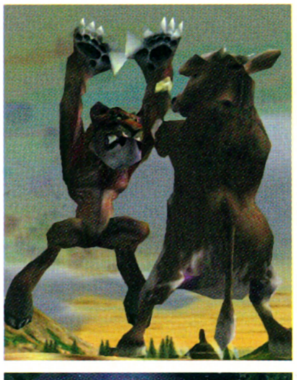
Sega • Possible 2001• 1 Player

Are you good or evil? Bald-faced ethical questions determine the path you choose in *Black and White*, the adventure/RPG brainchild of Peter Molyneaux, founder of Lionhead Studios and father of the "god-sim." In *Black and White*, the ego-gratifying tableaux of games like *Populous* is recreated as players take on the role of an all-powerful but unseen god who controls the fate of whatever tribes are in his/her jurisdiction. Gods that rain manna from heaven and tell their subjects to be fruitful and multiply may gain converts based on charisma, whereas gods that call forth floods, rain hellfire and poke you in the eye with a sharp stick while laughing will rule by fear. The landscape of the world will alter according to your disposition; an evil god will twist the land into a depraved wasteland, while a gentle god will transform it into a lush paradise. Since humans are fickle, you must maintain a physical presence in the land for your subjects to worship, which you accomplish by selecting a representative from a huge pantheon of magical animals. As you progress in the game, these creatures will evolve to reflect your character, becoming handsome and cuddly or hideous and loathsome. With its awesome graphics, innovative gameplay, sophisticated game logic and gigantic worlds, *Black and White* is shaping up to be an incredible single-player experience—and the envelope will be pushed even further by allowing multiplayer combat over SegaNet, where players can compete for worship the world over.













VAMPIRE HUNTER D

Jaleco• October• 1 Player







Based on the popular Japanese anime, *Vampire Hunter D* is an action game that puts you in the role of "D," the half-vampire, half-human hero who makes his life hunting vampires. The game is set way in the future, around the 13,000th century, when humans have been taken over by vampire rule and are doomed to serve them and be their sustenance. But as Lord Acton, the British historian, once said, "absolute power corrupts absolutely"—and sure enough, the vampire stronghold begins to crumble and the humans start an uprising. "D" is a nomad, but he is on the side of the humans and helps to get rid of all nocturnal blood suckers. The game takes place in a giant mansion where "D" must save a girl from the clutches of a powerful vampire. *Vampire Hunter D* will remind you of *Resident Evil* with its many doors, keys, items and the undead. "D" has many supernatural powers like teleporting objects and sucking the soul of dead enemies. Mmmm, souls!







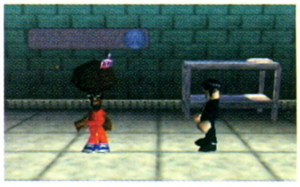


BLUES BROTHERS 2000 UPDATE!

Titus • November • 1-4 Players



The *Blues Brothers 2000* movie was nowhere near as successful as the original featuring John Belushi, but Titus is hoping that the *Blues Brothers 2000* game will stand out on its own. *Blues Brothers 2000* puts you in the funky shoes of Elwood. Your mission, of course, is to put a band together! Elwood's first task is to bust a friend out of jail while avoiding the guards, *Metal Gear Solid* style. Each time Elwood finds a bandmate, he has to prove his grooviness by dancing, much like the game *Bust-A-Groove*. *Blues Brothers 2000* has a lot of the same tried-and-true platform elements found in many other N64 games like *Mario 64* and *Banjo-Kazooie*; there's even a butt-stomp move to squash the enemies and press buttons. The multiplayer mode is basically a dance contest and can pit up to four players against each other in a boogie-woogie showdown. Like *Bust-A-Groove*, the player who's winning will attract the camera angle more to their side as the music plays along. *Blues Brothers 2000* has some truly wacky moments and is worth a spin just for laughs.







ULTIMATE FIGHTING CHAMPIONSHIP

Crave • November • 1-2 Players

The PlayStation version of *Ultimate Fighting Championship* may not be as much of a showcase game as the Dreamcast version, but Japanese developer Opus (responsible for obscure games like *Beat Planet Music*) has made a very worthy counterpart. The PlayStation version features an entirely different set of moves from the Dreamcast edition and actually has more of a "pick-up-and-play" feel. A lot of the same fighters are featured and new fighters can be unlocked. To create a fighter, you must unlock various options in the Tournament Mode. For example, when you beat the Tournament Mode with a particular fighter, you will unlock his particular fighting style to be used when creating your own character. *Ultimate Fighting Championship* as a "sport" may have experienced a decrease in its fan base in the last several years, but the game can easily regain them a few converts thanks to Crave.















TIPS & TRICKS

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Official Response Card

Dear *Tips & Tricks*:
I saw the "Select Games" section and I'm sending this card in to tell you that I really want to see strategy guides on the following games:

Game Title:	Game System:
_____	_____
_____	_____
_____	_____
_____	_____

Sincerely,

_____ _____ _____ ____
(name) (city) (state) (age)

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ARMY MEN: SARGE'S HEROES 2

3DO • Available Now • 1-4 Players









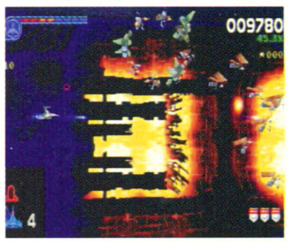


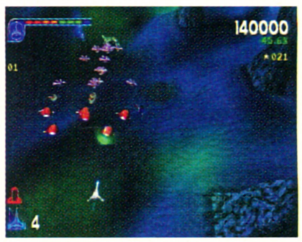
The evil General Plastro is MIA (*Melted In Action*), having passed through one of the mysterious portals that connect the world of Green and Tan to the "alternate world" (i.e., the real world). Those who pass through these portals and stay in the alternate world for too long like to poor general fall victim to the condition known as "Plastrification." Arms and legs harden. An oval-shaped plastic base forms around the feet. Movement becomes impossible. So the bad guy is dead and all is well...right? Of course not! Dr. Madd of the Gray Nation and Brigette Bleu of the Blue Resistance have brought Plastro back to life with a special serum. Now, Plastro has the serum in his control and is using it to bring all kinds of army toys from the real world to life. The Tans are back and they're even more powerful than before. It's up to Sarge and his crack team to fight back!

GALAGA: DESTINATION EARTH

Hasbro • Available Now • 1 Player

Hasbro continues its refurbishing project of classic '80s video games with *Galaga: Destination Earth*. The game begins like the original Galaga game with all of the aliens setting up in rows before attacking as your ship is limited to only left and right movement. After the first stage, though, the game becomes a side-scrolling modern shoot-'em-up with power-ups, bonus points and boss aliens. The game also switches to a behind-the-ship view as you fire away at oncoming enemies. Occasionally the ship will be able to dock onto a cannon and revert back to the classic *Galaga* gameplay. Hasbro didn't forget to include everyone's favorite Challenge Stage where the enemies can be picked off like sitting ducks!











CRASH BASH

UPDATE!

Sony • November • 1-4 Players











This latest game in the popular *Crash Bandicoot* series is being developed by Eurocom and Cerny Games. The "multiplayer party game" genre's popularity has seemed to wax and wane throughout the years, and now it seems like it's making somewhat of a comeback. While the game does focus on multiplayer action, there is a one-player "Adventure Mode" complete with bosses. There are over 28 different games in total and players can challenge each other either individually or in teams.

BLADE

Activision • November • 1 Player

Activision's *Blade* may be a little overdue considering that the movie came out a couple of years ago, but no one can deny that Blade is a character who deserves to have his own video game. *Blade* uses the *Quake II* engine for the PlayStation which allows continuous loading as the player moves from one region to the next. Blade comes equipped with tons of weapons—including (our favorite) the Ultra-Violet Ray gun, which melts vampires down like ice cream. He also has a special detector that allows him to determine who's human, vampire or zombie, so he can equip the right weapon for proper disposal. Watch out for the Day Walker!















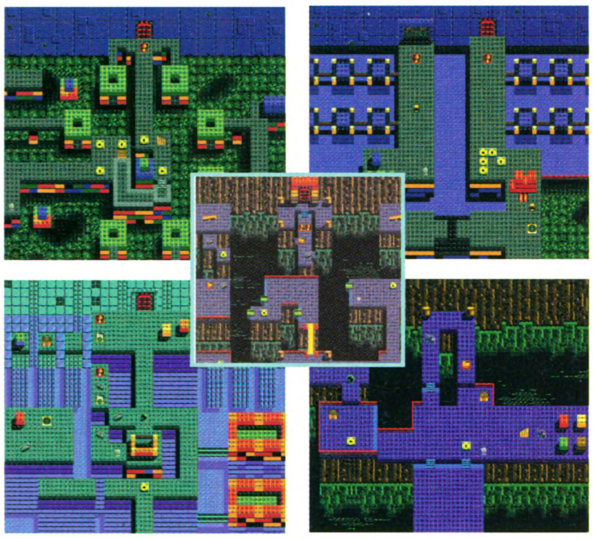


LEGO ALPHATEAM

GAME BOY COLOR

LEGO Media • November • 1 Player

You are the leader of the top-secret, super-skilled LEGO Alpha Team, an elite group of secret agents who can snap together with the little plastic bricks found in just about every kid's bedroom. But this isn't a game about building and destroying things; it's actually a mission-based James Bond-style action game. You construct elaborate gadgets to help rescue members of your team who are being held captive in the high-security compound of the nefarious Evil Ogel. Each team member has a specialty and carries specific parts that must be combined in order to solve puzzles and avoid traps. LEGO Media will also release a Game Boy Color version of its *LEGO Racers* game this month.

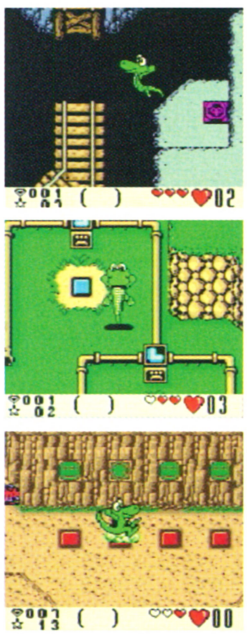


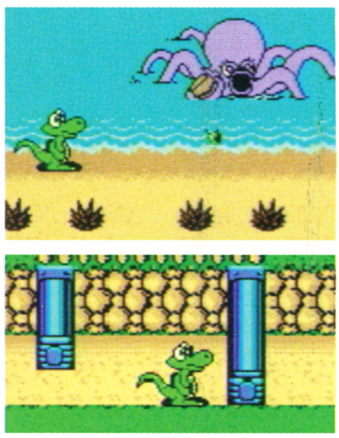
CROC 2

GAME BOY COLOR

THQ • 4th Quarter • 1 Player

Developed in Japan by Natsume, this new adventure finds Croc facing off against his arch-enemy Baron Dante as he continues to search for his long-lost parents. Croc can pick up objects to uncover clues and secret pathways as he makes his way through four different Gobbo worlds, each containing four unique levels of play. If you thought the PlayStation adventures of Croc were cute—but couldn't stand all of that 3-D platform jumping—this could be more to your liking.





ROAD RASH

GAME BOY COLOR

EA • 4th Quarter • 1 Player



It's surprising that it took this long for the popular *Road Rash* franchise to finally make its way to the Game Boy Color after successful stints on the Sega Genesis, Panasonic 3DO, Sony PlayStation, and Nintendo 64 platforms. Based on previous *Road Rash* titles in the series, the Game Boy Color version allows you to race on one of five different tracks: Alaska, Hawaii, Arizona, Tennessee, and Vermont. Players can earn cash during gameplay enabling them to purchase up to 16 different bikes. Choose from six different weapons to nail your opponents and "cheat" to victory! *Road Rash* also supports a two player head-to-head option with the link cable, allowing you to bash your friends as well! Just remember not to take out your frustrations on the police pursuing you or the road to victory will end in a jail cell!



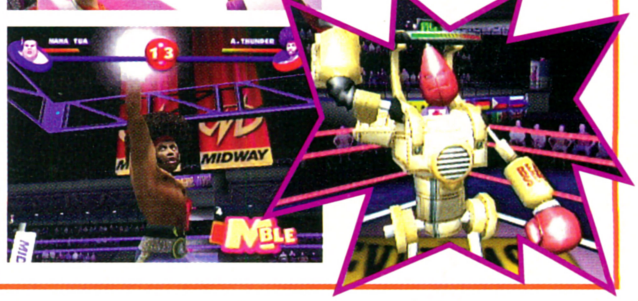
READY 2 RUMBLE BOXING: ROUND 2

Midway • November • 1-2 Players



The funky souls are back in *Rumble 2 Rumble Boxing: Round 2*. Many of your favorite sluggers make their return like Selene Strike and Afro Thunder. Midway has added even more crazy looking fighters, like R.C. Thunder, who sports a Rick James-like hairdo, and even a robot with a punching bag for a head! In the Championship Mode, there is a new training feature that allows you to work on your fighter's technique away from the ring. Train them to lift weights, jump rope and work on the punching bag. There's also a famous secret character who puts on a white glove and does the Moonwalk, but you didn't hear it from us!





GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

NINTENDO 64

OCTOBER

1	40 Winks	GT
2	Batman Beyond	Kemco
3	Big Mountain 2000	Southpeak
4	Caesar's Palace	Crave
5	Cruis'n Exotica	Midway
6	F-1 Championship '99	Ubi Soft
7	The Legend of Zelda: Majora's Mask •	Nintendo
8	Looney Tunes: Taz Express	Infogrames
9	Mia Hamm 64 Soccer	SouthPeak
10	Ogre Battle 64: Person of Lordly Caliber •	Atlus
11	Rugrats In Paris: The Movie	THQ
12	Scooby Doo! Classic Creeper Capers	THQ
13	World League Soccer	Southpeak
14	WWF: No Mercy	THQ

NOVEMBER

15	Banjo-Tooie	Rare
16	Blues Brothers 2000	Titus
17	Carnivale	Vatical
18	Hercules: The Legendary Journeys	Titus
19	Hey You, Pikachu! •	Nintendo
20	Indiana Jones and the Infernal Machine	LucasArts
21	Mickey's Speedway USA	Nintendo
22	Midway's Greatest Arcade Hits V. 1	Midway
23	Ms. Pac-Man Maze Madness	Namco
24	Ready 2 Rumble Boxing: Round 2	Midway
25	Spider-Man	Activision
26	Star Wars: Demolition	LucasArts
27	Tom & Jerry	Mattel
28	Transformers Beast Wars •	Bam
29	The World is Not Enough	EA

DECEMBER

30	Aidyn Chronicles: The First Mage	THQ
31	Donald Duck	Ubi Soft
32	Paper Mario	Nintendo

1ST QUARTER 2001

33	Conker's Bad Fur Day	Nintendo
34	Dinosaur Planet	Nintendo
35	Eternal Darkness	Nintendo
36	Mega Man 64	Capcom
37	V.I.P.	Ubi Soft

POSSIBLE IN 2001

38	Airboardin' USA	Agetec
39	Custom Robo •	Nintendo
40	Custom Robo V.2	Nintendo
41	Mario Party 3	Nintendo
42	Mini Racers	Nintendo
43	Pokémon Stadium Gold & Silver	Nintendo
44	Shiren the Wanderer 2 •	Chunsoft

PLAYSTATION

OCTOBER

1	Army Men Sarge's Heroes 2	3DO
2	Backyard Football	Infogrames
3	Battleship 2	Hasbro
4	Blue's Clues Big Musical Movie	Mattel
5	Breath of Fire IV •	Capcom
6	Buzz Lightyear of Star Command	Activision
7	Championship Motocross 2001	THQ
8	Darkstone 2	Take 2
9	Dino Crisis 2	Capcom
10	Donald Duck	Ubi Soft
11	Dragon Tales	Mattel
12	Dragon Valor •	Namco
13	Elmo In Grouchland	Mindscape
14	Evil Dead: Hail to the King	THQ
15	FIFA 2001	EA
16	Flintstones "Bedrock" Bowling	Southpeak
17	Ford Racing	Take 2
18	Galaga	Hasbro
19	Harvest Moon: Back to Nature •	Crave
20	HBO Boxing	Acclaim
21	Jarret and Labonte Stock Car Racing	Codemasters
22	Jungle Book	Ubi Soft
23	Knockout Kings 2001	EA
24	Lego Stunt Rally	Lego Media
25	Lunar 2: Eternal Blue •	Working Designs
26	Martian Gothic	Take 2
27	Mary-Kate and Ashley's Magical Mystery Mall	Acclaim
28	Medal of Honor Underground	EA
29	Mega Man Legends 2 •	Capcom
30	Mike Tyson Boxing	Codemasters
31	Mort the Chicken	EA
32	MTV Sports: Ultimate BMX	THQ
33	Muppets Monster Adventure	Midway
34	Muppet Race Mania	Midway
35	NASCAR Heat	Hasbro
36	NBA Shootout 2001	Sony
37	NBA Live 2001	EA
38	Rollcage Stage 2	Midway
39	RPG Maker •	Agetec
40	Rugrats In Paris: The Movie	THQ
41	Sheep	Take2
42	Tom & Jerry House Trap	Mattel
43	Tonka Space Station	Hasbro
44	Torneko: The Last Hope •	Enix
45	Ultimate Fighting Championship	Crave
46	WCW 2001	EA
47	Wild Thornberry's Animal Adventure	Mattel
48	Winnie the Pooh	Mattel
49	Worms Pinball	Infogrames
50	Woody Woodpecker Racing	Konami
51	WTC World Championship Racing	Codemasters
52	WWF Smackdown! 2	THQ
53	You Don't Know Jack V. 2	Berkeley Systems

NOVEMBER

54	007 Racing	EA
55	102 Dalmations: Puppies to the Rescue	Eidos
56	Alone In the Dark: The New Nightmare	Infogrames
57	Army Men Air Attack 2	3DO
58	Army Men Aracde Blasts	3DO
59	Army Men World War Land, Sea and Air	3DO
60	Arthur! Ready to Race	Mattel
61	Batman Racing	Ubi Soft
62	Billabong Pro Surfer	Mattel
63	Blade	Activision
64	Carmageddon 2	Interplay
65	Chicken Run	Activision
66	Colin McRae 2	Codemastrs
67	Cool Boarders 2001	Sony
68	Crash Bash	Sony
69	Disney's The Emperor's New Groove	Sony
70	Duke's of Hazzard 2	Southpeak
71	F-1 World Grand Prix 2000	Eidos
72	Final Fantasy IX •	Square/EA
73	Formula 1 2000	Midway
74	Freestyle Motocross: McGrath vs. Pastra	Acclaim
75	Goofy's Fun House	Mattel
76	The Grinch	Konami
77	Hidden and Dangerous	Take 2
78	Hot Wheels Extreme XTR Racing	Mattel
79	Inspector Gadget	Ubi Soft
80	Knockout Kings 2001	EASports
81	The Lion King: Simba's Mighty Adventure	Activision
82	Mat Hoffman's Pro BMX	Activision
83	March Madness 2001	EA
84	Mega Man X5 •	Capcom
85	The Mummy	Konami
86	NASCAR Racers	Hasbro
87	NCAA Final Four 2001	Sony
88	Nicktoons Racing	Hasbro
89	Persona 2 •	Atlus
90	Power Strike Volley	Infogrames
91	Rainbow Six: Rogue Spear	Red Storm
92	Ready 2 Rumble Boxing: Round 2	Midway
93	Rescue Heroes Molten Menace	Mattel
94	Rock 'em Sock 'em Robots Arena	Mattel
95	Sabrina, The Teenage Witch	Berkeley Systems
96	Spyro: Year of the Dragon	Sony
97	Star Wars: Demolition	LucasArts

★ Publishers, please contact us with updates and/or corrections.
• Denotes that the game is available as an import at press time.



GAME TRACK!

98	Tiger Woods PGA Tour 2001	EASports
99	Tomb Raider Chronicles	Eidos
100	V.I.P.	Ubi Soft
101	Warriors of Might & Magic	3DO
102	Woody Woodpecker Racing	Hasbro
103	World Destruction League Thunder Tan	3DO
104	The World is Not Enough	EA
105	X-Men: Mutant Wars	Activision

DECEMBER

106	Blade Arts	Enix
107	Deuce	Midway
108	Super Cross 2001	EA

1ST QUARTER 2001

109	Arc the Lad Collection •	Working Designs
110	Roswell Conspiracies	Red Storm
111	Time Crisis: Project Titan	Namco

POSSIBLE IN 2001

112	Acocangua •	Sony
113	Digimon World 2	Bandai
114	Dragon Warriors VII •	Enix
115	Driver 2	GT
116	Fear Effect: Retro Helix	Eidos
117	Legacy of Kain: Soul Reaver 2	Eidos

PLAYSTATION 2 OCTOBER

1	Dark Cloud •	Sony
2	Dead or Alive 2	Tecmo
3	Digimon World 2	Bandai
4	Driving Emotion Type-S •	Square/EA
5	Dynasty Warriors 2 •	Koei
6	ESPN: International Track & Field	Konami
7	ESPN X Games Snowboarding	Konami
8	Fantavision •	Sony
9	Gran Turismo 2000	Sony
10	ICO	Sony
11	Kessen •	EA
12	Knockout Kings 20001	EASports
13	Madden NFL 2001	EASports
14	NFL GameDay 2001	Sony
15	Ridge Racer V •	Namco
16	Ready 2 Rumble Boxing: Round 2	Midway
17	Roadsters Trophy	Interplay
18	Sidewinder	Interplay
19	Silent Scope	Konami
20	Smuggler's Run	Rockstar
21	Street Fighter EX3 •	Capcom
22	Swing Away Golf	EASports
23	Summoner	THQ
24	Tekken Tag Tournament •	Namco
25	Time Splitters	Eidos
26	Unreal Tournament	Infogrames
27	The World is Not Enough	EA
28	X-Squad	EA

NOVEMBER

29	Armored Core 2	Agetec
30	Army Men Air Attack 2	3DO
31	Big SSX Snowboarding •	EA
32	Billiards	Infogrames
33	The Bouncer	Square/EA
34	Carrier	Jaleco
35	Cool Pool Billiards Master	Take 2
36	Disney's Jungle Book	Ubi Soft
37	Donald Duck	Ubi Soft
38	ESPN: NBA 2Night	Konami
39	ESPN: NFL Prime Time	Konami
40	ESPN: X Games Snowboarding	Konami
41	Eternal Ring •	Agetec
42	Evergrace •	Agetec
43	F-1 2001	EA
44	F-1 Championship '99	Ubi Soft
45	FIFA 2001 Major League Soccer •	EA
46	Gauntlet Dark Legacy	Midway
47	Gradius III & IV •	Konami
48	Gundam Wing	Bandai
49	Kengo: Master of the Bushido	Crave
50	The Lost	Crave
51	Midnight Club: Street Racing	Rockstar
52	NHL 2001	EA
53	Off-Road Thunder	Midway
54	Onimusha Warlords	Capcom
55	Project Eden	Eidos
56	Rayman 2	Ubi Soft
57	Real Pool	Infogrames
58	Revolt 2	Acclaim
59	RC Revenge Pro	Acclaim
60	Shadow of Destiny	Konami
61	Star Wars Episode 1: Starfighter	LucasArts
62	Theme Park World	EA
63	Tiger Woods PGA Tour 2001	EASports
64	Wipeout Fusion	Sony
65	World Destruction League Thunder Tan	3DO

DECEMBER

66	Fury	Midway
67	Galleon	Interplay
68	Ground Control	Berkeley Systems
69	NASCAR 2001	EASports
70	NBA Live 2001	EASports
71	Oni	Rockstar
72	Orphen •	Activision
73	Off-Road Outlaws	Interplay

1ST QUARTER 2001

74	Age of Empires II	Konami
75	Ephemeral Fantasia	Konami
76	Gunslinger	Activision
77	Moto GP	Namco
78	Navy Seals	Jaleco
79	NBA Showtime	Midway
80	Seven Blades	Konami
81	Sled Storm 2	EA
82	Star Wars: Super Bombad Racing	LucasArts
83	Street Lethal	Activision
84	Warriors of Might & Magic	3DO
85	Zone of the Enders	Konami

1ST QUARTER 2001

86	Baldur's Gate	Interplay
87	Beast Wars	BAM
88	Championship F-1 Racing	BAM
89	Final Fantasy X	Square/EA
90	Final Fantasy XI	Square/EA
91	Metal Gear Solid 2: Sons of Liberty	Konami
92	Oddworld: Munch's Oddysee	Infogrames
93	Run Like Hell	Interplay
94	Tony Hawk's Pro Skater 3	Activision
95	V'Room	Interplay

DREAMCAST OCTOBER

1	Austin Powers: Mojo Rally	Take 2
2	Buzz Lightyear of Star Command	Activision
3	Dark Angel: Vampire Apocalypse	Metro3D
4	Dogs of War	Rockstar
5	Evil Dead: Hail to the King	THQ
6	ESPN: NBA 2Night	Konami
7	F-1 Championship	Ubi Soft
8	Frogger 2	Hasbro
9	Grand Prix	Hasbro
10	Heroes of Might & Magic	3DO
11	KISS Psycho Circus	Take 2
12	NBA 2K1	Sega
13	Peace Makers	Ubi Soft
14	POD II	Ubi Soft
15	Pro Pinball Collection	Take 2
16	Q Bert	Hasbro
17	Quake III Arena	Sega
18	Samba De Amigo •	Sega
19	Silent Scope	Konami
20	Spawn	Capcom
21	Starlancer	Crave
22	Star Trek New Worlds	Interplay
23	Star Wars: Jedi Power Battles	LucasArts
24	Viva Soccer	Interplay
25	Worms Pinball	Infogrames

NOVEMBER

26	102 Dalmations: Puppies to the Rescue	Eidos
27	Alone in the Dark: The New Nightmare	Infogrames
28	Arcaterra	Ubi Soft
29	Army Men: Sarge's Heroes	Midway
30	Ball Breakers	Take 2
31	Bang! Gunship Elite	Red Storm
32	Capcom vs. SNK: Millennium Fight 2000	Capcom
33	Dave Mirra Free Style BMX	Acclaim
34	Deer Avenger	Berkeley Systems
35	Disney's Dinosaur	Ubi Soft
36	Dragon Rider	Ubi Soft
37	ECW: Anarchy Rulz	Acclaim
38	ESPN: Baseball 2Night	Konami
39	ESPN: Links Golf	Konami
40	Evil Twin	Ubi Soft
41	Gorka Morka	Ripcord

Select Games
Select Games

42	The Grinch	Konami
43	Heroes of Might & Magic	Ubi Soft
44	Hoyle Casino	Berkeley Systems
45	Jet Grind Radio •	Sega
46	Mat Hoffman's Pro BMX	Activision
47	Metropolis Street Racer	Sega
48	Midway's Greatest Arcade Hits V. II	Midway
49	Midway's Greatest Arcade Hits V. III	Midway
50	Monster Breeder	Tommo
51	Ms. Pac-Man Maze Madness	Namco
52	The Mummy	Konami
53	Polaris Snocross	Vatical
54	Quest of the Blade Master	Ripcord
55	Ready 2 Rumble Boxing: Round 2	Midwayft
56	Roswell Conspiracies	Red Storm
57	Sega Marine Fishing	Sega
58	Shenmue •	Sega
59	Sierra Sports Game Room	Berkeley Systems
60	Skies of Arcadia •	Sega
61	Sno-Cross Championship Racing	Crave
62	Soldier of Fortune	Crave
63	Sonic Shuffle	Sega
64	Spec Ops M.O.U.T. 2025	Ripcord
65	Speed Devils 2	Ubi Soft
66	Star Wars Demolition	LucasArts
67	Stunt GP	Infogrames
68	System Shock 2	Vatical
69	Test Drive Le Mans	Infogrames
70	Tony Hawk's Pro Skater 2	Crave
71	Tomb Raider Chronicles	Eidos
72	Unreal Tournament	Infogrames

DECEMBER

73	Armada 2	Metro 3D
74	Grandia 2	Ubi Soft
75	Max Steel	Mattel
76	Stupid Invaders	Ubi Soft

1ST QUARTER 2001

77	Age of Empires II	Konami
78	Microsoft Combat Flight Simulator	Konami
79	Playmobil Hype	Ubi Soft
80	S.W.A.T. 3D	Berkeley Systems
81	V.I.P.	Ubi Soft

POSSIBLE IN 2001

82	18 Wheeler Pro Trucker	Sega
83	Alien Front Online	Sega
84	Black & White	Sega
85	Dee Dee Planet •	Sega
86	Dino Crisis •	Capcom
87	Floigan Brothers	Sega
88	Guilty Gear X	T.B.D.
89	IIIBleed	Sega
90	Legacy of Kain: Soul Reaver 2	Eidos
91	NappleTale	Sega
92	Outrigger	Sega
93	Phantasy Star Online	Sega
94	Planet of the Apes	Fox
95	Rent A Hero No. 1 •	Sega
96	Rival Schools 2	Capcom
97	Seaman 2001 Edition	Sega
98	The Seven Secret Mansions	Koei
99	Shenmue Chapter 2	Sega
100	Sonic Adventure 2	Sega
101	The Typing of the Dead •	Sega
102	Under Cover AD2025 •	Sega
103	Vampire Chronicles •	Capcom
104	Virtua Cop 2 •	Sega

GAME BOY COLOR

OCTOBER

1	Brunswick Pro Pool	THQ
2	Buzz Lightyear of Star Command	Activision
3	Cruis'n Exotica	Midway
4	Cyber Tiger	EASports
5	Disney's Alladin	Ubi Soft
6	Dave Mirra Freestyle BMX	Accclaim
7	Donald Duck	Ubi Soft
8	Doug's Big Game	New Kid Co.
9	Dragon Tales	Mattel
10	F-1 World Championship '99	Ubi Soft
11	Gauntlet Legends	Midway
12	Hercules: The Legendary Journeys	Titus
13	Hoyle Card	Havas
14	Hoyle Casino	Havas
15	Jimmy White's Cueball	Vatical
16	Magical Drop	Electro Source
17	Mary-Kate and Ashley Diary	Acclaim
18	Micro Machines V3	THQ
19	Monster Rancher Explorer	Tecmo
20	MTV Sports: Ultimate BMX	THQ
21	NBA Jam 2001	Acclaim
22	NBA Live 2001	EASports
23	Pokémon Gold •	Nintendo
24	Pokémon Silver •	Nintendo
25	Puzzle Collection	Electro Source
26	Rambler	Mattel
27	Road Rash	EA
28	Rocketts Sleep Over	Mattel
29	Rugrats In Paris: The Movie	THQ
30	Sabrina The Teenage Witch	Havas
31	Scooby Doo! Classic Creep Capers	THQ
32	Sesame Street Sports	New Kid Co.
33	VR Powerboat	Vatical
34	World Destruction League	3DO
35	Xena	Titus

NOVEMBER

36	Action Man	THQ
37	Airforce Delta	Konami
38	Army Men: Air Combat	3DO
39	Army Men: Sarge's Heroes 2	3DO
40	Barbie Magic Genie	Mattel
41	Barbie Pet Rescue	Mattel
42	Batman Racing	Ubi Soft
43	Blade	Activision
44	Blues Clues	Mattel
45	Carnivale	Vatical
46	Chicken Run	THQ
47	Croc 2	THQ
48	Donkey Kong Country •	Nintendo
49	Dukes of Hazzard	Southpeak
50	ESPN: NBA 2Night	Konami
51	FIFA 2001	EA
52	Force 21	Red Storm
53	Godzilla 2	Crave
54	The Grinch	Konami
55	Harvest Moon 2	Crave
56	Inspector Gadget	Ubi Soft
57	Jungle Book	Ubi Soft
58	Lego Action Team	Lego

NOVEMBER

59	Lego Stunt Rally	Lego
60	Madden NFL 2001	EA
61	Mat Hoffman's Pro BMX	Activision
62	Microsoft Entertainment Pack	Electro Source
63	Microsoft Pinball Arcade	Electro Source
64	The Mummy	Konami
65	MTV Sports: Pure Ride	THQ
66	Pokémon Puzzle League	Nintendo
67	Racin' Rats	Mattel
68	Ready 2 Rumble Boxing: Round 2	Midway
69	Rescue Heroes Fire Frenzy	Mattel
70	Roswell Conspiracies	Red Storm
71	Sabrina	Havas
72	Surfing	Ubi Soft
73	Tech Deck Skateboarding	Activision
74	Tony Hawk's Pro Skater 2	Activision
75	Ultimate Fighting Championship	Crave
76	Warriors of Might & Magic	3DO
77	Woody Woodpecker Racing	Konami
78	The World Is Not Enough	EA
79	X-Men Mutant Wars	Activision

DECEMBER

80	Alice in Wonderland	Nintendo
81	Aliens: Thenatos Encounter	THQ
82	Buffy The Vampire Slayer	THQ
83	Kirby's Tilt 'n Tumble •	Nintendo
84	The Lion King: Simba's Mighty Adventure	Activision
85	The Simpsons	THQ
86	WWF No Mercy	THQ

1ST QUARTER 2001

87	Lufia •	Crave
88	Mega Man Xtreme	Capcom
89	Metal Walker	Capcom
90	Mission Bravo	Mattel
97	Ronaldo V Soccer	Infogrames
98	V.I.P.	Ubi Soft

POSSIBLE IN 2001

99	Card Heroes •	Nintendo
100	Mario Golf	Nintendo
101	Star Ocean: Blue Sphere	Enix

A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold C▲ and press the **R** button. Now point the analog joystick to the **Right** and you'll see that the entire game has been unlocked, allowing you to start at any stage.

ALL-STAR BASEBALL 99

Secret Codes

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects. Codes will remain active until you turn the game off; to deactivate a code, just enter it again or see below:

A T E M Y B U I K—Unlocks secret "Alienapolis Park" stadium in Exhibition Mode

P R P P A P L Y R—Players are paper-thin

G O T H E L I U M—Players' heads, feet, hands and bats are big

A B B T N C S T L O—Some players are fat, others are thin

B B N S T R D S—Big baseball

G R T B L S F D S T—Baseball leaves a smoking trail

Note: With the exception of the "Alienapolis Park" code, each of the above cheats can be toggled on and off at any time during gameplay with the following button codes; you don't need to enter the above passwords to use these:

- Players are paper-thin—Pause the game, then hold **Z** and press C▲, C▶, A, C▶, A, C▼, C▼, C▲, C▲, C▼
- Players' heads, feet, hands and bats are big—Pause the game, then hold **Z** and press C▲, C▶, A, C◀, C◀, B, C▲, C◀, C◀
- Some players are fat, others are thin—Pause the game, then hold **Z** and press **A**, C◀, C◀, C▶, C▲, B, C▶
- Big baseball—Pause the game, then hold **Z** and press C◀, A, C▶, C▼, B, A, C◀, C◀
- Baseball leaves a smoking trail—Pause the game, then hold **Z** and press **B**, C◀, C▲, C▶, C▼, B, A, C◀, C◀

ALL-STAR BASEBALL 2000

Cheat Passwords

Choose "Enter Cheats" from the main setup menu, then enter one of the following codes to get different effects.

B C H B L K T P T Y—Big baseball

F L Y A W A Y—Players fly back into the dugout when they're out

M Y E Y E S—Sherbet stadium

T O M T H U M B—Tiny players

W L D W L D W S T—Baseball leaves a smoking trail

W T O T L—Dark stadium

Secret Codes

At any time during the game, press **START** to pause, then enter any of the following codes to get different effects:

- Big baseball—At the pause menu, hold **Z** and press C◀, A, C▶, C▼, B, A, C◀, C◀
- Baseball leaves a smoking trail—At the pause menu, hold **Z** and press **B**, C◀, C▲, C▶, C▼, B, A, C◀, C◀

ALL-STAR BASEBALL 2001

Secret Codes

Enter any of the codes below at the "Secret Codes" screen from the Options menu. A text message will appear after you enter a correct code.

Ball trail mode—W L D W L D W S T

Big ball mode—B C H B L K T P T Y

Dark stadium—W T O T L

Foggy stadium—M Y E Y E S

Tiny players—T O M T H U M B

Players fly back to the dugout when they're out—F L Y A W A Y

ARMORINES: PROJECT S.W.A.R.M.

Cheats

From the main menu, select "Options," then select "Cheats." Next, select "Enter Cheat" and enter any of the following codes at the screen that appears. You'll see a special message appear after entering a correct code. Note: After entering any of the first six codes, the corresponding cheat must be turned on at the Cheats menu for the effect to take place.

Invincibility—G O D L Y

All weapons—L O A D E D

Unlimited ammo—S O R T E D

Fast run—S O N I C

Pen and ink mode—S K E T C H Y

All missions—S K I P P Y

Female Trooper (Multiplayer only)—G O D D E S S

All above cheats—G O L D E N P I E

Hive Guard Bug (Multiplayer only)—L E G G Y

Volcano Guard Bug (Multiplayer only)—R U B B E R

Egypt Worker Bug (Multiplayer only)—C L A W

Hive Worker Bug (Multiplayer only)—U G L Y

ARMY MEN: AIR COMBAT

Unlock All Missions & Helicopters

At the main menu, select "Password." Then, press **R**, C◀, **Right**, **Up**, **A**. When you start a campaign, all of the missions and helicopters will be available to you.

ASTEROIDS HYPER 64

Unlock Classic Asteroids, Credits, Relentless Mode

At the main menu, hold **L** and press C◀, C▶, C▲, C▼, A, C▲, C▼, C◀, C▶, **START**. Classic Asteroids and Credits should appear immediately, and Relentless mode will appear under "Single Player Game."

Unlock Cheat Menu

At any time during gameplay, press **START** to pause, then hold **L** and press C◀, C◀, C▶, C▶, **B**, **A**, C▲, C▲, C▼, C▼, **START**. Extra options will become immediately available in the pause menu.

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage; just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

- Enter "C H E A T L O T S O F G O E S W I T H M A N Y B A N J O S" to earn infinite lives.
- Enter "C H E A T A N E N E R G Y B A R T O G E T Y O U F A R" to max out the capacity of your energy bar at eight honeycomb pieces.
- Enter "C H E A T D O N T B E A D U M B O G O S E E M U M B O" to earn infinite Mumbo Tokens.
- Enter "C H E A T N O W Y O U C A N F L Y H I G H I N T H E S K Y" to earn infinite red feathers.
- Enter "C H E A T A G O L D E N G L O W T O P R O T E C T B A N J O" to earn infinite gold feathers.
- Enter "C H E A T G I V E T H E B E A R L O T S O F A I R" to have infinite air when underwater.
- Enter "C H E A T B A N J O B E G S F O R P L E N T Y O F E G G S" to earn infinite eggs.

For each code, you will hear a "Moo!" sound when you enter the first five letters; if you do not hear the "Moo!" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

Bottles' Bonus Codes

Enter Banjo's house, stand on the yellow lines on the carpet directly in front of the fireplace, then press the C▲ button to enter the first-person camera view. Now look directly at the picture of Bottles on the wall; Bottles will give you a puzzle to solve. If you solve the puzzle, he will reward you with a secret code which you can enter in the sand castle in Treasure Trove Cove (as described above under "Secret Codes"). Note: Bottles will not allow you to access the puzzles until you have obtained the puzzle piece from the sand castle. There are seven codes available if you can solve all of the puzzles. IMPORTANT: The codes are listed below for reference only; they will not work unless you actually earn them by beating the puzzles that release the codes.

- Enter "B O T T L E S B O N U S O N E" to give Banjo a big head.
- Enter "B O T T L E S B O N U S T W O" to give Banjo big hands and feet.
- Enter "B O T T L E S B O N U S T H R E E" to make Kazooie big.
- Enter "B O T T L E S B O N U S F O U R" to make Banjo tall and thin.
- Enter "B O T T L E S B O N U S F I V E" to get a tall, thin Banjo with big hands and feet.
- Enter "B I G B O T T L E S B O N U S" to activate all of the above codes at once.
- Enter "W I S H Y W A S H Y B A N J O" to change Banjo into a washing machine.
- Enter "N O B O N U S" to deactivate all active codes.

BASS HUNTER 64

Cheat Codes

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll hear a chime upon entering a correct code.

A L L D L A K E S—All lakes available

A L L D C A S H—Extra money

A L L D F I S H—Extra fish in live well

B A G D S N A G S—No snags while fishing

H E A D A D B I G A—Fisherman has a big head

H Y P E R B O A T—Faster boat

W H A T A D R A G—Slower boat

R U B A D U B D U B—Boat becomes a bathtub

I W I N I W I N—Win tournament

N O P E N A L T Y—No penalty for changing lures during tournament

S U P E R S T R I N G—Unbreakable line

H A P P Y F I S H—More active fish

M O N D O F I S H—Bigger fish

F I S H M A N—All fish have Al Lindner's head

W H E R E D F I S H—A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed

S U P E R L U R E—Adds the "Super Lure" to your inventory

S I L L Y S O U N D—Silly sound effects

BATTLETANX

Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

M S T S R V V—Invincibility

C R S T L C L R—Invisibility

L T S F B L L T S—Unlimited ammo

L V F R V R—Unlimited lives

P L V R Z M—All weapons

F R G Z—Giant frogs randomly roam the streets

T D Z—Queen Lords are replaced by toads

W M N R S M R T R—Unlock Storm Ravens gang

L T S L T S G N G S—Select any gang in Campaign mode

C D P L T—Run Story (allows you to view the entire story of the game)

C J S K P F L G M H—Level code (play on State Street in Chicago, IL)

C N C T H R T M—"Trippy mode"

H V R L—"Hurl mode"

Special Weapons

During the game, collect three of the same kind of weapon power-up. Next, select that weapon and press **A + B** simultaneously to fire it. You'll get a "super weapon" effect that varies depending on which weapon you've collected.

BATTLETANX: GLOBAL ASSAULT

Secret Codes

Enter any of the following codes from the "Input Code" menu under the "Game Setup" screen:

All Weapons—R C K T S R D G L R

Invulnerability—H P P Y H P P Y

Custom Gang Unlocked—T R D D Y B R R K S

Brandon Gang Unlocked—N N K N H C K S

Secret Level Unlocked—W R D R B

Level Select—8 0 D Y S

BATTLEZONE: RISE OF THE BLACK DOGS

Secret Codes

Enter any of the following codes as the Options Menu.You should hear a sound indicating the code was entered successfully.

Free buildings—Hold **Z**, press **A**, **B**, **A**, **B**

Free satellite—Hold **Z**, press **B**, C◀, C▼, **A**

Infinite ammo—Hold **Z**, press **L**, **R**, **L**, **R**

Infinite armor—Hold **Z**, press **Up**, **Right**, **Down**, **Left**

Unlock all missions in Single Player Pilot or Commander Mode—Hold **Z**, press C▲, C▶, C▼, C◀, **START**

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the **START** button repeatedly; you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

CLAY FIGHTER SCULPTOR'S CUT

Secret Characters

At the character-select screen, enter any of the following codes, then highlight the "?" box and press the **R** button to reveal the character you unlocked. With more than one of these codes in place, just keep pressing **R** at the "?" box to cycle through the secret characters:

- Earthworm Jim—Hold the **L** button and press **B**, C◀, C▲, C▶, C▼, C▲
- Sumo Santa—Hold the **L** button and press **A**, C▶, **A**, C▶, C▼, C▲
- Boogerman—Hold the **L** button and press **B**, **B**, C▶, C▶, C◀, C▶
- High Five—Hold the **L** button and press C▲, C▼, C◀, C▶, **B**, **A**

Computer-Controlled Characters

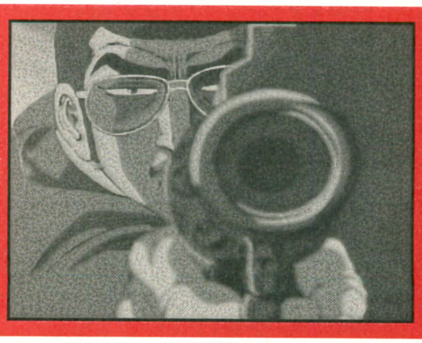
At the character-select screen, highlight the character you'd like to see fighting, hold the **L** button and press **A**, **A**, **A**, **A**, **A**, C▲, C▼, C◀, C◀, **B**, **A**, C▶. The computer will take over your character, so just sit back and watch him or her fight.

T&T Anime



GOLGO 13: THE PROFESSIONAL

He's smoother than Bond, a master with the sniper rifle, feared by his enemies and loved by the ladies. Golgo 13, a.k.a. Duke Togo, is back in Urban Vision's re-release of the anime classic, *Golgo 13: The Professional*. If you don't recognize him from his two appearances on the NES—in *Top Secret Episode* and *The Mafat Conspiracy*—you may know Togo as the central character in Namco's new *Golgo 13* arcade gun game, which is rumored to be released in North America under the name *Sniper 13*. The original version of this feature film was released in 1983 and is still considered to be way ahead of its time. The flow of the story, the occasional use of computer animation and Hollywood-style action set *The Professional* as the new standard in anime. In the story, Golgo 13 faces his most fearsome opponent yet. Leonard Dawson, an industrial tycoon, is horrified as he watches his only son and heir to his fortune get killed by a single bullet from a



Debug Mode
At the character-select screen, hold the **L** button and press **A, B, A, B, A, B, C◀, C▶, C▲, C▶, C◀, C▶**. Now start the game; when the fighters appear, press **START** to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your character and the arena for your next battle. Choose your character with the D-pad and select a stage with the **C▲** and **C▼** buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

CYBERTIGER

Unlock Characters & Courses
From the main menu, select "Play." Then, from the "Games" menu, select any game except Battle Mode. Next, from the "Golfers" screen, press **A** to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code.
Unlock alternate Liltiger—P r o d i g y
Unlock Marvin the alien—U f o
Unlock Kimmi—R a p p e r
Unlock Starr—R e t r o
Unlock Festus—G o l d d g r
Unlock Delvis—D e l v i s
Unlock Cindy—I n s t y l e
Unlock Bobby—B r a t
Unlock Twfan—C y b e r t w
Unlock Eagamer—W i l l i
Unlock Robert—I c e
Unlock Bengal—T i g e r r r r
Unlock Traci—S a f a r i
Unlock Volcano course—S t h e l e n s

DEADLY ARTS

Secret Characters
At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick:
Gouriki—**Up, Up, Down, Down, Left, Right, Left, Right, B, A**
Reiji—**A, B, Right, Left, Right, Left, Down, Down, Up, Up**
You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING

Play as Drumstick
To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.
Play as T.T.
To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.
Magic Codes
Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (*).
ARNOLD—Big characters*
TEENYWEENIES—Small characters*
JUKEBOX—Music menu (appears under "Audio Options")
FREEFRUIT—Start with 10 bananas
BLABBERMOUTH—Horn cheat (pressing **Z** will make your character speak instead of honking the horn)*
WHODIDTHIS—Display credits (when you exit the Magic Codes menu)
BYEBYEBALLOONS—Disable weapons
NOYELLOWSTUFF—Disable bananas
BOGUSBANANAS—Bananas reduce speed
VITAMINB—No limit to bananas
BOMBSAWAY—All balloons are red (missiles)
TOXICOFFENDER—All balloons are green (drop items)
ROCKETFUEL—All balloons are blue (turbo)
BODYARMOR—All balloons are yellow (shields)
OPPOSITESATTRACT—All balloons are rainbow (magnets)
FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)
ZAPTHEZIPPERS—Turn off zippers
DOUBLEVISION—Select same player (both players can choose the same character)*
OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)
JOINTVENTURE—Enable two-player "Adventure" mode*
TIMETOLOSE—Ultimate AI (smarter computer opponents)

DUKE NUKEM: ZERO HOUR

Cheat Codes
Enter any of the codes below at the title screen when the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code.
First Person Mode—**Down, Down, A, Z, Z, Left, A**
Action Nukem Mode—**Down, Down, A, Z, Z, Left, A**
Start with infinite ammo .30-30—**C▲, C▼, C◀, C▶, L, R**
Start with infinite ammo Freezer—**Down, Up, A, L, R, Z**
Extra Multiplayer Characters Group 1—**A, L, R, Left, B, Down, Up**
Extra Multiplayer Characters Group 2—**B, A, A, R, L**
Extra Multiplayer Characters Group 3—**L, L, Up, Down, R, B, A**
Extra Multiplayer Characters Group 4—**B, B, B, R, Left, A**
Extra Multiplayer Characters Group 5—**Right, B, Left, L, A, Z**
Extra Multiplayer Characters Group 6—**Up, Down, B, A, A, Left**

EXCITEBIKE 64

Cheat Codes
From the main menu, hold **L + C▼ + C▶** and press **START**. If you input the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below:
All stunts unlocked—T R I C K S T E R
Big head mode—B L A H B L A H
Invisible riders—I N V I S R I D E R
Mirror mode—Y A D A Y A D A
Night mode—M I D N I G H T
Stunt bonuses—S H O W O F F
Pinhead mode—P I N H E A D
"Beat This!" enabled—P A T W E L L S
See team photo during "Credits" sequence—U G L Y M U G S

EXTREME-G 2 (XG 2)

Cheat Codes
At the vehicle select screen, press **R** to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.
2064—Changes all vehicles into *WipeOut*-style planes
FLICK—Blurry graphics
LINEAR—Wireframe graphics mode
MISTAKE—Infinite special weapons
NOPANEL—Removes all timers, gauges and counters from the screen
NEUTRON—"*Tron*" mode (alternate track graphics)
NITROID—Infinite Nitro boosts
PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature; this makes the graphics appear more "pixelated"
RA50—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position; now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.
SPIRAL—Makes the screen rotate continuously during a race
SPYEYE—Overhead camera angle
XCHARGE—Infinite weapon energy and shield energy
XXX—Increases your vehicle's top speed

F-ZERO X

Cheat Code
At the "Select Mode" screen, press **L, Z, R, C▲, C▼, C◀, C▶, START**; you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles in the game have been unlocked.
Shrink Vehicles
At the "Select Machine" screen, press **L + R + C◀ + C▼**; all of the available vehicles will shrink.

FORSAKEN 64

Secret Codes
Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again:
• Turbo Crazy Mode—**B, B, R, Up, Left, Down, C▲, C◀**
• Psychidelic Mode—**A, R, Left, Right, Down, C▲, C◀, C▼**
• Wireframe Mode—**L, L, R, Z, Left, Right, C▲, C▶**
• Gore Mode—**Z, Down, C▲, C◀, C◀, C◀, C◀, C▼**
• Stealth Mode—**Up, Up, Up, Up, Right, Down, C◀, C◀**
• Infinite Primary Weapon—**A, R, Z, Right, C▲, C▶, C▼, C▼**
• Infinite Secondary Weapon—**B, B, Z, Left, Left, C▲, C◀, C▶**
• Infinite Weapon Energy—**L, Z, Left, Right, Down, Down, C▼, C▼**
• Infinite Titans—**A, B, L, Up, Up, C▲, C▲, C▶**
• Infinite Solaris—**B, L, L, Z, Up, Down, C▲, C▲**
• Kill Enemies with One Shot—**B, B, B, L, R, Left, Down, Down**
• Freeze Enemies—**R, Z, Right, Right, C▲, C◀, C▶, C▼**

FOX SPORTS COLLEGE HOOPS '99

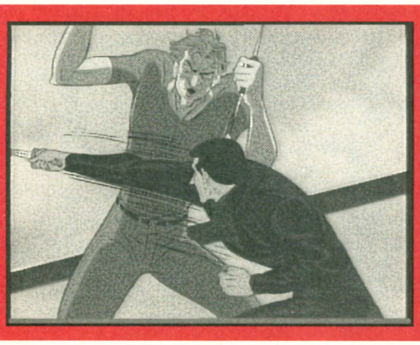
Secret Codes
Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects:
N O G G I N—Big head mode
G H O S T—Ghost mode
Z – W O O D—Z-Axis basketball court
T E A M – Z—Z-Axis team
N O F A N S—Dark background, improved frame rate
T R A I L S—"Trippy" ball effect
B U Z Z Z—No shot clock
T H I R T Y—60-second game
H O M I E—Home team is favored
M O N K E Y—Alternate sound effects

GLOVER

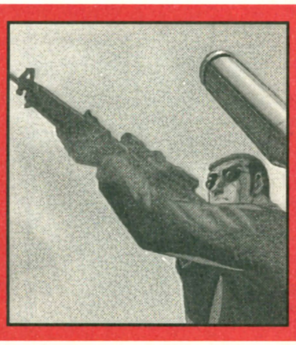
Cheat Codes
At any time during the game, press **START** to pause, then enter any of the following codes using the **C** buttons:
Level select—**C▲, C▲, C▲, C◀, C◀, C▶, C◀, C▶**
Open portals—**C▲, C▶, C▶, C▼, C◀, C▼, C▲, C▶**
Open levels—**C▼, C▼, C◀, C▲, C▲, C▲, C▶, C▼**
Locate Garibs—**C◀, C▲, C▶, C▼, C◀, C▲, C◀, C◀**
Call ball—**C▲, C◀, C◀, C▲, C▶, C◀, C▼, C▲**
Checkpoints—**C▼, C▼, C▶, C◀, C▲, C▲, C▼, C◀**
Infinite lives—**C▲, C▲, C▲, C▲, C▲, C▶, C▼, C▶**
Powerball—**C▲, C▼, C▲, C▼, C▲, C▼, C◀, C▲**
Control ball—**C◀, C▶, C◀, C▶, C▲, C▼, C▶, C▶**
Infinite energy—**C▶, C▶, C▼, C▶, C▶, C▶, C▲, C◀**
Enemy ball—**C◀, C▼, C▲, C▶, C◀, C◀, C▼, C▼**
Low gravity—**C◀, C◀, C▲, C◀, C▶, C▲, C▲, C▲**
Big ball—**C▼, C▼, C▲, C▼, C▼, C◀, C▶, C▼**
Fisheye—**C◀, C▶, C◀, C▶, C◀, C▶, C◀, C▶**
Camera rotate R—**C◀, C▶, C▲, C▲, C▼, C▶, C▼, C▶**
Camera rotate L—**C▶, C▼, C▶, C▼, C▲, C▲, C▶, C◀**
Mad Garibs—**C▼, C▶, C▼, C▲, C◀, C▼, C◀, C▲**
Death spell—**C▲, C◀, C◀, C◀, C◀, C▲, C▶, C▲**
Frog spell—**C▼, C◀, C▼, C▼, C◀, C▼, C▲, C◀**
Hercules—**C▼, C▼, C▼, C◀, C◀, C▼, C▶, C◀**
Speed up—**C◀, C◀, C▶, C▲, C▶, C◀, C▼, C▼**
Boomerang ball—**C▶, C▲, C▲, C▲, C▲, C◀, C◀, C▼**
Vanish ball—**C▼, C▼, C◀, C◀, C▲, C▲, C▼, C▲**
Froggy—**C▲, C▶, C▼, C▶, C▲, C◀, C◀, C▲**
Secret cheat—**C▼, C▲, C▶, C▶, C▼, C◀, C▶, C▶**
All cheats off—**C▼, C▼, C▼, C▼, C▼, C▼, C▼, C▼**

GOLDENEYE 007

Note: Enter all *GoldenEye 007* codes with the D-pad, not the analog joystick
In-Game Codes
Enter the following codes at any time during



distant sniper rifle. Knowing that there is only one man with superb sniper skills, Dawson's obsession grows to a feverish pitch as he seeks revenge for his son's death. Although Duke has been known to evade the most ruthless killers, he must now face a man who literally has all the money and power in the world. Dawson hires the American military, the police force, a covert ops duo and even a super-human entity with snake-like powers to make sure that Golgo 13 is disposed once and for all. Of course, even with with the whole world turned against him, Duke still has plenty of time for the ladies! Some of the anime-style may seem a little dated when seen today, but this one packs constant action and reaches a pinnacle at its killer finale. If you're a fan of the Duke and have never seen *Golgo 13: The Professional*, then you're in for the biggest treat yet. The re-release of *The Professional* is available from Urban Vision Entertainment. Due to some very mature themes, however, it is not recommended for younger viewers!



gameplay. A message will appear in the lower left corner of the screen after entering a correct code.

• Invincibility
1) Hold L and press **Down**
2) Hold R and press C▶
3) Hold R and press C▲
4) Hold L and press **Right**
5) Hold L and press C▼
6) Hold R and press C▲
7) Hold L and press **Right**
8) Hold R and press **Down**
9) Hold L and press **Left**
10) Hold L + R and press C▶

• All Guns
1) Hold L + R and press **Down**
2) Hold L and press C◀
3) Hold L and press C▶
4) Hold L + R and press C◀
5) Hold L and press **Down**
6) Hold L and press C▼
7) Hold R and press C◀
8) Hold L + R and press C▶
9) Hold R and press **Up**
10) Hold L and press C◀

• Maximum Ammo
1) Hold L + R and press C▶
2) Hold R and press **Up**
3) Hold R and press **Down**
4) Hold R and press **Down**
5) Hold L + R and press C▶
6) Hold L + R and press **Left**
7) Hold R and press **Down**
8) Hold R and press **Up**
9) Hold L + R and press C▶
10) Hold R and press **Left**

• Line Mode
1) Hold R and press C▼
2) Hold L + R and press **Down**
3) Hold L and press **Right**
4) Hold R and press C▲
5) Hold L + R and press C▶
6) Hold R and press **Up**
7) Hold L and press **Down**
8) Hold L and press **Right**
9) Hold R and press C◀
10) Hold R and press C▲

• Invisibility
1) Hold R and press C◀
2) Hold L + R and press C▲
3) Hold L + R and press **Left**
4) Hold L + R and press **Up**
5) Hold R and press **Up**
6) Hold L and press C◀
7) Hold R and press C▲
8) Hold L and press C▼
9) Hold L + R and press **Left**
10) Hold R and press **Right**

• Invisibility (Multiplayer Only)
1) Hold L and press C▲
2) Hold L + R and press C◀
3) Hold R and press **Up**
4) Hold L and press C▶
5) Hold R and press C◀
6) Hold L and press **Right**
7) Hold L + R and press C◀
8) Hold L and press C▶
9) Hold L and press **Up**
10) Hold L + R and press C▼

Stage Select Codes

From the main menu, enter these codes at the "Stage Select" screen. You'll hear a special sound effect after entering a correct code. Note that each of the following codes will only work if all the previous missions are already unlocked. For example, in order to unlock all the missions from a new game, all the codes must be entered in the order they appear.

• Unlock Facility
1) Hold L + R and press C▲
2) Hold R and press C◀
3) Hold L and press **Left**
4) Hold R and press C▲
5) Hold L and press **Left**
6) Hold R and press C▼
7) Hold L and press C▶
8) Hold R and press **Right**
9) Hold L + R and press C▲
10) Hold L and press **Right**

• Unlock Runway
1) Hold L + R and press **Left**
2) Hold R and press **Left**
3) Hold L and press C▲
4) Hold L and press **Left**
5) Hold R and press C▲
6) Hold R and press C▼
7) Hold R and press C▶
8) Hold R and press **Right**
9) Hold L and press **Down**
10) Hold R and press C◀

• Unlock Surface
1) Hold R and press C◀
2) Hold L + R and press C▲
3) Hold L and press **Left**
4) Hold R and press **Up7**
5) Hold R and press **Left**
6) Hold L and press **Up**
7) Hold R and press C▼
8) Hold L and press **Right**
9) Hold L and press C▶
10) Hold L + R and press **Down**

• Unlock Bunker
1) Hold L and press C▼
2) Hold R and press **Right**
3) Hold L and press C▶
4) Hold R and press C◀
5) Hold L and press C▼
6) Hold L + R and press **Left**
7) Hold L and press C▶
8) Hold L + R and press **Up**
9) Hold R and press C▶
10) Hold L and press **Up**

• Unlock Silo
1) Hold L and press **Up**
2) Hold R and press C▼
3) Hold L and press **Left**
4) Hold R and press **Down**
5) Hold L and press C◀
6) Hold L + R and press C▶
7) Hold L and press C▲
8) Hold R and press **Right**
9) Hold R and press **Right**
10) Hold R and press C▶

• Unlock Frigate
1) Hold R and press C▲
2) Hold L and press **Down**
3) Hold R and press C▶
4) Hold L and press **Left**
5) Hold L + R and press **Up**
6) Hold L + R and press C▼
7) Hold R and press C▶
8) Hold R and press **Up**
9) Hold L + R and press C▼
10) Hold R and press **Up**

• Unlock Surface II
1) Hold L and press C▼
2) Hold L + R and press C▶
3) Hold R and press C▶
4) Hold R and press C▲
5) Hold R and press C◀
6) Hold L and press **Right**
7) Hold L + R and press C▲
8) Hold L and press C▲
9) Hold L + R and press **Down**
10) Hold L and press C▶

• Unlock Bunker II
1) Hold L and press **Down**
2) Hold R and press **Down**
3) Hold L + R and press C▲
4) Hold L and press **Left**
5) Hold L + R and press **Right**
6) Hold L and press C◀
7) Hold R and press **Right**
8) Hold L and press C▲
9) Hold L and press **Left**
10) Hold L and press C▼

• Unlock Statue
1) Hold L + R and press C▼
2) Hold L + R and press C▼
3) Hold L and press **Right**
4) Hold L + R and press **Left**
5) Hold R and press **Left**
6) Hold R and press C▶
7) Hold L + R and press **Left**
8) Hold R and press C▲
9) Hold R and press C▼
10) Hold R and press **Right**

• Unlock Archives
1) Hold R and press **Left**
2) Hold L + R and press **Up**
3) Hold L + R and press C▼
4) Hold R and press **Left**
5) Hold L + R and press C▶
6) Hold L and press **Left**
7) Hold L + R and press **Right**
8) Hold L + R and press C▼
9) Hold L and press **Up**
10) Hold R and press C▼

• Unlock Streets
1) Hold L + R and press C◀
2) Hold L and press C▶
3) Hold L and press **Up**
4) Hold L + R and press C▼
5) Hold R and press C▶
6) Hold R and press C▼
7) Hold R and press **Left**
8) Hold R and press C▼
9) Hold R and press C▲
10) Hold L and press **Down**

• Unlock Depot
1) Hold L and press **Down**
2) Hold L and press **Down**
3) Hold R and press C▼
4) Hold L and press C▶
5) Hold L + R and press **Right**
6) Hold R and press C◀
7) Hold L and press **Down**
8) Hold L and press C◀
9) Hold L and press C▶
10) Hold L and press **Up**

• Unlock Train
1) Hold R and press **Left**
2) Hold R and press C▼
3) Hold R and press C▶
4) Hold L + R and press **Left**
5) Hold L and press **Right**
6) Hold R and press C▼
7) Hold L and press **Left**
8) Hold L + R and press C◀
9) Hold L and press **Up**
10) Hold L and press C▲

• Unlock Jungle
1) Hold R and press C▼
2) Hold R and press **Left**
3) Hold L + R and press **Up**
4) Hold R and press **Right**
5) Hold R and press **Down**
6) Hold R and press **Down**
7) Hold R and press **Up**
8) Hold R and press C◀
9) Hold R and press C▲
10) Hold L + R and press **Left**

• Unlock Control
1) Hold L and press C▼
2) Hold R and press **Down**
3) Hold L and press **Right**
4) Hold R and press C▶
5) Hold R and press C▼
6) Hold R and press **Left**
7) Hold R and press **Left**
8) Hold R and press C▲
9) Hold R and press **Left**
10) Hold L + R and press C▲

• Unlock Caverns
1) Hold L and press **Down**
2) Hold R and press C▼
3) Hold L + R and press **Up**
4) Hold L and press **Right**
5) Hold R and press C▲
6) Hold R and press C◀
7) Hold R and press **Up**
8) Hold L and press C◀
9) Hold L and press **Up**
10) Hold R and press C◀

• Unlock Cradle
1) Hold L + R and press C▲
2) Hold L and press **Left**
3) Hold R and press **Down**
4) Hold L and press **Down**
5) Hold L and press C▲
6) Hold L and press **Down**
7) Hold R and press **Right**
8) Hold R and press C▲
9) Hold L and press C◀
10) Hold R and press **Right**

• Unlock Magnum
1) Hold R and press C▼
2) Hold R and press **Left**
3) Hold L and press **Right**
4) Hold L + R and press C▶
5) Hold L and press **Down**
6) Hold L + R and press C▲
7) Hold L and press **Left**
8) Hold L + R and press C▲
9) Hold L + R and press **Right**
10) Hold L and press C◀

• Unlock Aztec
1) Hold L + R and press **Up**
2) Hold L + R and press C▶
3) Hold L and press **Down**
4) Hold R and press **Right**
5) Hold R and press **Up**
6) Hold L and press **Down**
7) Hold L and press **Left**
8) Hold L and press C▶
9) Hold L + R and press C▶
10) Hold L and press **Left**

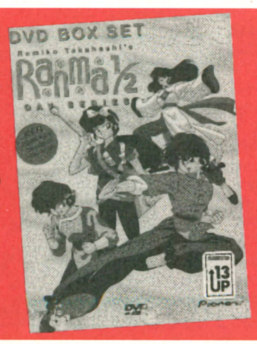
Easy Cheat Options

Choose a game file, then enter any of the following codes at the "Select Mission/Multiplayer" menu screen. If you have not previously earned any of these cheats through normal gameplay, a new menu item called "Cheat Options" will appear the first time you enter one of the codes. At the Cheat Options menu, you can toggle each individual cheat on or off. You can also enter these codes at the Cheat Options menu itself, but you won't see the new menu items appear until you back out to the previous screen, then go back into Cheat Options.

• Paintball
1) Hold L and press **Up**
2) Press C▲
3) Hold R and press **Right**
4) Hold L + R and press C◀
5) Hold L and press **Up**
6) Hold R and press C▼
7) Hold L and press C▼
8) Hold L + R and press C▼
9) Hold L + R and press **Up**
10) Hold L and press C▼

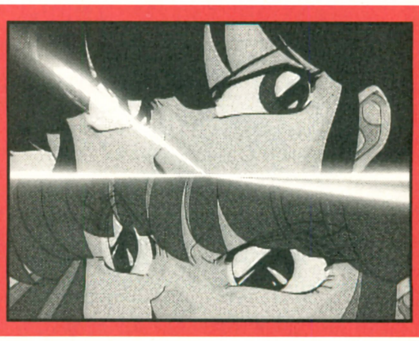
• Invincibility
1) Hold R and press **Left**
2) Hold L and press **Down**
3) Press **Left**
4) Press **Up**
5) Press **Down**
6) Hold R and press C◀
7) Hold L and press C◀
8) Hold L + R and press **Left**
9) Hold L + R and press **Right**
10) Hold L and press C◀

T&T Anime



Ranma 1/2 DVD Box Set

The *Ranma 1/2 Dvd Box Set* includes over 300 minutes of animation on three discs, containing 12 episodes from the popular OAV series. Special features include character profiles and information, music videos, scene access and bilingual English and Japanese options. *Ranma 1/2* is a romantic martial arts comedy starring a boy named Ranma who transforms into a cute red-haired girl in pigtails every time he gets splashed with cold water. Various other characters in the series are similarly cursed, with people transforming into cats, pigs, ducks and pandas with the slightest drop. The OAV episodes assume the audience is already familiar with the *Ranma 1/2* anime, and doesn't bother explaining the transformations, the love dodecahedron (Ranma is engaged to about a dozen different women, all of whom are martial arts experts), or other "in-joke" type humor; ranging



• DK Mode
1) Hold L + R and press Up
2) Press C►
3) Hold R and press Left
4) Hold R and press Up
5) Press Up
6) Hold R and press Right
7) Press Up
8) Hold L + R and press C▼
9) Hold L + R and press Down
10) Hold L + R and press C◄
• 2x Grenade Launcher
1) Hold R and press Down
2) Hold R and press Up
3) Press Right
4) Hold L + R and press C▼
5) Hold L and press Right
6) Hold R and press Left
7) Press Left
8) Press Down
9) Press Up
10) Hold R and press C▼
• 2x Rocket Launcher
1) Hold R and press Right
2) Hold L and press Up
3) Press Down
4) Press Down
5) Hold R and press C▼
6) Hold L and press Left
7) Hold L and press C◄
8) Hold R and press Up
9) Hold R and press Down
10) Hold R and press C◄
• Turbo Mode
1) Hold L and press Down
2) Hold L and press C▼
3) Hold L + R and press Up
4) Hold R and press C▼
5) Press Left
6) Hold R and press Down
7) Hold L and press C▼
8) Press Up
9) Hold R and press Down
10) Hold L and press Right
• No Radar [Multi]
1) Hold R and press Up
2) Press C▼
3) Press C◄
4) Press C▲
5) Hold L and press Down
6) Hold R and press Up
7) Press C◄
8) Press Right
9) Hold R and press Left
10) Hold R and press Right
• Tiny Bond
1) Hold L + R and press Down
2) Hold R and press Down
3) Hold L and press C▼
4) Press Left
5) Hold R and press C◄
6) Hold L + R and press C▼
7) Press Right
8) Press Down
9) Hold R and press C▼
10) Hold R and press Right
• 2x Throwing Knife
1) Hold R and press C◄
2) Hold L and press Left
3) Press Up
4) Hold L + R and press Right
5) Press Right
6) Hold L + R and press C◄
7) Hold L + R and press C◄
8) Hold R and press Down
9) Hold R and press Left
10) Hold R and press C◄
• Fast Animation
1) Hold L and press C▼
2) Hold L and press C◄
3) Press C▼
4) Press C►
5) Press C◄
6) Hold L + R and press Right
7) Press C►
8) Hold L + R and press Up
9) Hold R and press C◄
10) Hold L and press Left
• Bond Invisible
1) Hold L + R and press C◄
2) Hold L + R and press C▼
3) Hold L and press C◄
4) Hold R and press C◄
5) Hold R and press Right
6) Hold L + R and press Left
7) Hold L and press Right
8) Press Left
9) Hold L + R and press C◄
10) Hold L and press Down
• Enemy Rockets
1) Hold L + R and press C▼
2) Press C◄
3) Hold R and press C▼
4) Press C▼
5) Press C▼
6) Hold L + R and press C▼
7) Hold L + R and press Up
8) Press C▼
9) Hold R and press Up
10) Hold L and press Up
• Slow Animation
1) Hold L + R and press Left
2) Hold L + R and press Left
3) Hold L + R and press Down
4) Hold L + R and press Left
5) Press C►
6) Hold L + R and press Down
7) Hold L + R and press Down
8) Hold L and press Down
9) Press C◄
10) Press C▲
• Silver PP7
1) Hold L and press Left
2) Hold L + R and press Up
3) Hold L and press Right
4) Hold L + R and press Up
5) Hold L + R and press C◄
6) Hold L + R and press Left
7) Hold L + R and press Down
8) Press C▼
9) Hold L + R and press Right
10) Hold L + R and press Left
• Activate 2x Hunting Knife
1) Hold R and press C▼
2) Hold L and press Right
3) Hold R and press C◄
4) Hold R and press Right
5) Hold L + R and press Right
6) Hold L + R and press Up
7) Hold L and press Down
8) Hold R and press Left
9) Hold L and press Right
10) Hold L and press C◄
• Infinite Ammo
1) Hold L and press C◄
2) Hold L + R and press Right
3) Press C►
4) Press C◄
5) Hold R and press Left
6) Hold L and press C▼
7) Hold L + R and press Left
8) Hold L + R and press C▼
9) Hold L and press Up
10) Press C►
• 2x RC-P90
1) Press Up
2) Press Right
3) Hold L and press Left
4) Hold R and press Down
5) Hold L and press Up
6) Hold L and press C◄
7) Hold L and press Left
8) Press C►
9) Press C▲
10) Hold L + R and press Down
• Gold PP7
1) Hold L + R and press Right
2) Hold L + R and press Down
3) Hold L and press Up
4) Hold L + R and press Down
5) Press C▲
6) Hold R and press Up
7) Hold L + R and press Right
8) Hold L and press Left
9) Press Down
10) Hold L and press C▼
• 2x Laser
1) Hold L and press Right
2) Hold L + R and press C◄
3) Hold L and press Down
4) Hold R and press Left
5) Hold R and press Down
6) Hold L and press Right
7) Press C▲
8) Press Right
9) Hold R and press Right
10) Hold L + R and press Up
• All Guns
1) Press Down
2) Press Left
3) Press C▲
4) Press Right
5) Hold L and press Down
6) Hold L and press Left
7) Hold L and press Up
8) Press C◄
9) Press Left
10) Press C▼

Extra Characters in Multiplayer Mode

Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen:

1) Hold L + R and press C◄
2) Hold L and press C▲
3) Hold L + R and press Left
4) Hold L and press Right
5) Hold R and press Down
6) Hold L + R and press C◄
7) Hold L and press C▲
8) Hold L + R and press Right
9) Hold L + R and press C▼
10) Hold L and press Down

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

Cheat Options

Each stage in *GoldenEye* will give you a special cheat option if you complete the stage within a specific amount of time at a specific difficulty level. When you earn one of these cheats, a new menu item called "Cheat Options" will appear inside your agent file folder; access this menu to turn specific cheats on or off. If you complete every single mission at the "00 Agent" difficulty level, another option called "007 Mode" will appear; this allows you to adjust the health, damage levels, accuracy and reaction speed of all of the enemies in the game. Here's a list of all of the cheat options:

• To earn the "Paintball Mode" cheat, defeat the Dam stage in 2:40 or less at the "Secret Agent" difficulty setting.
• To earn the "Invincibility" cheat, defeat the Facility stage in 2:05 or less at the "00 Agent" difficulty setting.
• To earn the "DK Mode" cheat, defeat the Runway stage in 5:00 or less at the "Agent" difficulty setting.
• To earn the "2x Grenade Launcher" cheat, defeat the Surface stage in 3:30 or less at the "Secret Agent" difficulty setting.
• To earn the "2x Rocket Launcher" cheat, defeat the Bunker stage in 4:00 or less at the "00 Agent" difficulty setting.
• To earn the "Turbo Mode" cheat, defeat the Silo stage in 3:00 or less at the "Agent" difficulty setting.
• To earn the "No Radar (multiplayer)" cheat, defeat the Frigate stage in 4:30 or less at the "Secret Agent" difficulty setting.
• To earn the "Tiny Bond" cheat, defeat the Surface 2 stage in 4:15 or less at the "00 Agent" difficulty setting.
• To earn the "2x Throwing Knives" cheat, defeat the Bunker 2 stage in 1:30 or less at the "Agent" difficulty setting.
• To earn the "Fast Animation" cheat, defeat the Statue stage in 3:15 or less at the "Secret Agent" difficulty setting.
• To earn the "Invisibility" cheat, defeat the Archives stage in 1:20 or less at the "00 Agent" difficulty setting.
• To earn the "Enemy Rockets" cheat, defeat the Streets stage in 1:45 or less at the "Agent" difficulty setting.
• To earn the "Slow Animation" cheat, defeat the Depot stage in 1:30 or less at the "Secret Agent" difficulty setting.
• To earn the "Silver PP7" cheat, defeat the Train stage in 5:25 or less at the "00 Agent" difficulty setting.
• To earn the "2x Hunting Knives" cheat, defeat the Jungle stage in 3:45 or less at the "Agent" difficulty setting.
• To earn the "Infinite Ammo" cheat, defeat the Control stage in 10:00 or less at the "Secret Agent" difficulty setting.
• To earn the "2x RC-P90s" cheat, defeat the Caverns stage in 9:30 or less at the "00 Agent" difficulty setting.
• To earn the "Gold PP7" cheat, defeat the Cradle stage in 2:15 or less at the "Agent" difficulty setting.
• To earn the "2x Lasers" cheat, defeat the Aztec stage in 9:00 or less at the "Secret Agent" difficulty setting.
• To earn the "All Guns" cheat, defeat the Egytian stage in 6:00 or less at the "00 Agent" difficulty setting.

INTERNATIONAL SUPERSTAR SOCCER '98

Big Head Mode

Wait for the words "Press Start" to begin flashing on the title screen, then press C▼, C▼, C▲, C▲, C►, C◄, C►, C◄, B, A, then hold the Z button and press START; you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams will have huge heads.

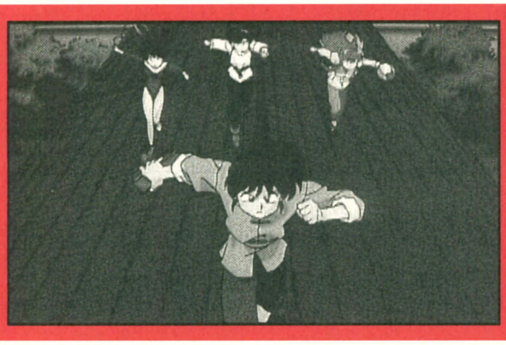
Secret Teams

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, C▲, Up, C▲, Down, C▼, Down, C▼, Left, C◄, Right, C►, Left, C◄, Right, C►, B, A, then hold the Z button and press START; you'll hear the announcer say, "World class!" to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

JEREMY MCGRATH SUPERCROSS 2000

Cheats Menu

At the main menu, press L, C▲, L, C▲, L, C▼, C▲, C▼. If you input the code correctly, a cheats menu will immediately appear.



from Moose's incredibly bad eyesight to Ryoga's infernal sense of direction. The *Ranma 1/2 DVD Box Set* is mainly for people who are already familiar with *Ranma 1/2*. If your only previous exposure to the characters is from playing the Super NES game *Ranma 1/2: Hard Battle*, this set may not serve your needs as a basic introduction to the series... but it's still good for lots of laughs and wacky martial-arts action.



KEN GRIFFEY JR.'S SLUGFEST

Secret Codes

Each of the following codes is activated by choosing "Create a Player" from the main menu. When the "Personal Attributes" screen appears, enter "CODE" for the player's first name, then follow the instructions below to complete each sequence. Note that you should hear a signal to confirm each code and you will automatically return to the main menu after you've entered the last name in each of the following examples:

- For thin players, enter the name "CODE TOOTHPICK".
- For flat, paper-thin players, enter the name "CODE STEAMROLLED".
- For thin players with huge arms and chests, enter the name "CODE THETICK".
- For thin players with huge heads and legs, enter the name "CODE WEEBLEMAN".
- For tiny players, enter the name "CODE LIDDLELEAGUE".
- For invisible players, enter the name "CODE INVISIBLEMAN".
- For players with large bats, enter the name "CODE PHATTBATT".
- For players with big feet, enter the name "CODE BIGFOOT".
- For players with big heads, enter the name "CODE BIGGHEDZ".
- To have the computer control both teams, enter the name "CODE CPUVSCPU".

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline). When this appears, press **Z, A, R, Z, A, B**. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, B, A, Z, A, L**. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press **Up** or **Down** repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, B, A, L, A, Z**. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

See the Credits

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, L, A, Z, A, R**. You'll jump immediately to the game's ending credits sequence.

Stage Select/Music Select

When playing in two-player mode, you can choose the stage you want to fight in by holding **Up** or **Down** when you press a button to select your character as follows:

Castle Stage—Hold **Up** and press **B**
Jungle Stage—Hold **Up** and press **C◀**
Spaceship Stage—Hold **Up** and press **C▲**
Stonehenge Stage—Hold **Up** and press **A**
Museum Stage—Hold **Up** and press **C▼**
Helipad Stage—Hold **Up** and press **C▶**
Bridge Stage—Hold **Down** and press **B**
Dungeon Stage—Hold **Down** and press **C◀**
Street Stage—Hold **Down** and press **C▲**
Dojo Stage—Hold **Down** and press **A**
Spinal Ship Stage—Hold **Down** and press **C▼**

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:

Sabrewulf Tune—Hold **Up** and press **B**
Maya Tune—Hold **Up** and press **C◀**
Glacius Tune—Hold **Up** and press **C▲**
Tusk Tune—Hold **Up** and press **A**
Fulgore Tune—Hold **Up** and press **C▼**
Orchid Tune—Hold **Up** and press **C▶**
Jago Tune—Hold **Down** and press **B**
Gargos Tune—Hold **Down** and press **C◀**
T.J. Combo Tune—Hold **Down** and press **C▲**
Kim Tune—Hold **Down** and press **A**
Spinal Tune—Hold **Down** and press **C▼**

Secret Stage

In two-player mode, have both players choose their fighters by holding **Down** and pressing **C▼**; you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground.

KNOCKOUT KINGS 2000

Big Gloves Mode

In the middle of a game, press **START** to pause and press **C▲, C▼, C▲, C▲, C▼**. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' gloves will be bigger.

Big Head Mode

In the middle of a game, press **START** to pause and press **C◀, C▶, C◀, C◀, C▶**. You'll hear a bell ring five times quickly. When you unpause the game, the boxers' heads will be bigger.

KOBE BRYANT IN NBA COURTSIDE

Note: Use the D-pad to enter the following codes, not the analog joystick.

Big Head Mode

At any time during the game, press **Right, Right, Left, R, Z, START, A, START, A, START, Z** on Controller 1. To return the players' heads to normal, just enter the code again.

Disco Court

At any time during the game, press **A, C▲, Down, Up, C▼, R, R, B, C▶, C▶, Z** on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.

Secret Teams

Highlight "Pre-Season" at the main menu, hold the **L** button and press **START** or **A**. When the team-select menu appears, you'll find three new teams to choose from: the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.

Tiny Players

At the main menu, press **C▶, C▶, B, R, R, C▼, Up, Down, C▲, A, Z**. Now when you start a game, the players will be tiny.

Alien Team

At the main menu, press **C▲, C▼, C◀, C▶, START, START, A, B, A, R, Z**. Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads.

LEGO RACERS

Cheat Codes

From the main menu, select "Build." Then, from the "Build Driver" screen, select "New Racer." Enter the following codes as your name at the "Make License" screen. Remember, after entering the very last letter, press **Down** on the D-pad instead of pressing a button. After entering a code, go straight to the "Build Car" screen and create any kind of car. As long as the driver with that name is still in your line-up of available racers, the code will be active.

Only red power-ups available—P G L L R D
Only yellow power-ups available—P G L L Y L L
Only green power-ups available—P G L L G R N
Only grappling hook power-ups available—R P C R N L Y
Highest power-up level always active—M X P M X
Faster game—F S T F R W R D
Car doesn't slow down on rough terrain—N S L W J
Flying turbo boost always active—F L Y S K Y H I G H
Remove wheels from car—N W H L S
Remove chassis from car—N C H S S S
Remove driver from car—N D R V R
Open mirror version of Rocket City Run—L N F R R R M
Disable all cheats—N M R C H T S

MADDEN NFL 99

Secret Codes

Choose "Code Entry" from the main menu, then select "New Code" and enter any of the following codes to unlock secret features:

B E S T N F C—Unlock NFC Pro Bowl team
A F C B E S T—Unlock AFC Pro Bowl team
B O O M—Unlock All-Madden team
I M T H E M A N—Unlock All-Time Stat Leaders team
P E A C E L O V E—Unlock All '60s team
B E L L B O T T O M S—Unlock All '70s team
S P R B W L S H U F L—Unlock All '80s team
H E R E A N D N O W—Unlock All '90s team
T U R K E Y L E G—Unlock All-Time Greats team
T H R O W B A C K—Unlock NFL 75th Anniversary team
G E A R G U Y S—Unlock NFL Equipment Managers team
W E L C O M E B A C K—Unlock 1999 Cleveland Browns
I N T H E G A M E—Unlock EA Sports team
H A M M E R H E A D—Unlock Tiburon team
E A S T A D I U M—Unlock EA Sports Stadium
O U R H O U S E—Unlock Tiburon Stadium

MADDEN NFL 2000

Secret Codes

Choose "Secret Codes" from the System Options menu, then enter any of the following codes to unlock secret features:

D R B E N W A Y—Weird scoring rules
P I G S K I N S F L Y—100 yard passes
F I R S T I S 2 0—20 yards to first down
B E T H E B A L L—Ball Camera
C H A I N S M O K E R—Players Fatigue Quickly
M O O N B A L L—Super Jump
E M C 2—Curved space-time
G U I L L O T I N E—Floating heads
P A I N F U L—More injuries
Q B I N T H E C L U B—The QB is in the club
P I C K E D O F F—Frequent interceptions
R O L L E R J A M—Frequent fumbles
R E F I S B L I N D—Blind referee
M I C E A N D M E N—David vs. Goliath
M O J O—All 60s team
S I D E B U R N S—All 70s team
R E A G A N O M I C S—All 80s team
T E A M M A D D E N—All-Madden team
W E A R E T H E G A M E—EA Sports team
S H A R K A T T A C K—Tiburon team
T E T A N U S—Fantasy Team: Junkyard Dogs
S C A R Y C L O W N—Fantasy Team: Clowns
I N T H E F U T U R E—Fantasy Team: Industrials
C O W B O Y S—Fantasy Team:Marshalls
X M A S G I F T—Xmas Rush stadium
3 R I N G—Tib. Bros stadium
W I L D W E S T—Dodge City:Old West stadium
M A D D E N S T E I N—Maddenstein Stadium
W E P U T I T T H E R E—Tiburon Stadium
I T S I N T H E G A M E—EA Sports stadium

MARIO GOLF

Code Entry Screen

At the main menu, hold **L + R** (or **Z + R**) and select the "Clubhouse" option. You'll access a secret "Code Entry" screen. Now you can enter any of the following codes to start at different levels:

0 E Q 5 6 1 G 2—1st Camp, Hyrule Cup
5 V W 6 8 9 0 6—2nd Camp, Hyrule Cup
K P X W N 9 N 3—This code unlocks a special tournament mode. The password that you earn when you finish the tournament is not a continue passcode; it's used for verification purposes in a contest sponsored by *Nintendo Power* magazine.

MARIO PARTY

Cheat the Computer

When playing in Adventure mode, you can temporarily take over any computer-controlled character to stop him or her from buying stars or stealing yours. When you see that an opponent is getting close to a star, press **START** to pause, then press **A** to bring up the Settings menu. Choose "Controller Settings" and change your character to the "COM" setting, then select the character who is close to getting a star and assume control of him or her. Now you can force them to refuse stars from Toad or Big Boo, then switch back to your original character when you're done.

Earn Extra Stars + Coins

You can also use the "Controller Settings" menu as described above to earn extra stars and coins when playing against computer-controlled opponents. When you're on the last turn of a game, connect controllers to all four controller ports (or use as many as you have) and assign any computer players to the extra controllers. When Toad tallies up what you've earned, he will include all of the stars and coins that were collected by any character that's not being controlled by the computer at the end of the game and add them to the cumulative totals that are stored in the cartridge's memory.

MICRO MACHINES 64 TURBO

Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:

Slow down computer cars—**C▶, C▲, C◀, C▼, C▶, C▲, C◀, C▼**
Super speed—**C▼, C▶, C◀, C▲, C▼, C▼, C▼, C▼**
Super jumping ability—**Right, Right, Down, Up, Down, Left, Down, Down**
Change vehicles—**Down, Down, Up, Up, Right, Right, Left, Left** (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)
Debug mode—**Up, Down, Down, C◀, C▶, C▶, C▲, C▼**. With the Debug code in place, the following options become available:

- Press all four **C** buttons simultaneously to make all of the vehicles on the track explode
- Hold **Z** and move the D-pad to tilt or rotate the camera angle
- Hold **Z** and press **L** or **R** to zoom in or out
- Hold **Z** and press **C◀** to have the computer control your car
- Hold **Z** and press **C▼** to end the race with you in first place!

"Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

- Enter the name "MOGSLIFE" to give yourself nine lives in Challenge Mode. Enter the name "3LIVES" to cancel this code.
- Enter the name "ALLTANKS" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
- Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

MISCHIEF MAKERS

Sound Test

At the title screen—when the words "Press Start" are flashing—hold **L + A + C◀ + C▶** and press **START** to access a secret sound test menu.

MISSION: IMPOSSIBLE

Secret Codes

Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:

- Turbo Mode—**C▲, Z, C▲, Z, C▲**
- Big Feet Mode—**C▼, R, Z, C▶, C◀**
- Kids Mode—**C▼, C▲, R, L, Z**
- Start with Uzi Sub Machine Gun—**C▶, C◀, C▶, C▼, R**
- Start with Mini Rocket Launcher—**R, L, C◀, C▶, C▼**
- Start with 9mm High Power Gun—**R, L, C▼, C▲, C▲**
- Start with 7.65 Silenced Pistol—**C▲, L, C▶, C◀, C▲**

MONSTER TRUCK MADNESS 64

Passwords

Enter the following passwords at the "codes" screen from the main menu:

B R P S—The Gut Bomb
C F F N Y N—Turbo mode
Y _ W N T _ T—Unlimited missiles
J M—Gound textures become replaced by "Jim's" face
Y R D R—All trucks become lowriders
4 0 4 5 6 4 P 8 M → ← D F C ↑ C V 3 2 K C—Access all Expert courses

MORTAL KOMBAT 4

Cheat Menu

Choose "Options" from the main menu, highlight the "Continues" option, hold Run + Block (**C◀ + C▼** in the default control configuration) and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.

Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

• Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press Run + Block simultaneously
• Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press Run + Block simultaneously

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Cheat Passwords
Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:
• Enter "T D F C L T" for invincibility (you can still be killed by ceiling traps or long falls)
• Enter "G T T B H R" for infinite lives
• Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
• Enter "C R V D T S" to see the credits from the end of the game
Fatality
When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.
Combos
3 Hits—High Punch, High Punch, Low Punch
5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick
6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick
Stage Passwords
Wind Stage—T H W M S B
Earth Stage—C N S Z D G
Prison Stage—R G T K C S
Water Stage—Z V R K D M
Fire Stage—J Y P P H D
Bridge of Immortality—Q F T L W N
Qhan Chi's Fortress—Z C H R R Y
Note: With the "Z C H R R Y" password in place, you can warp to Quan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground—hold **A** to warp to the battle with Quan Chi or **B** to fight Shinnok.

MORTAL KOMBAT TRILOGY

Play as Khameleon
When the "story" screens appear during the game's demo mode, quickly press C▶, C▲, **A**, **B**, C▼, C▲, C▶. If you're fast enough, you'll hear Shao Kahn say, "Khameleon." Now Khameleon is a selectable character at the character-select screen.
Play as Motaro
Choose any character, hold High Kick + Low Kick and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.
Play as Shao Kahn
Choose any character, hold High Punch + Low Punch and point the D-pad or joystick **Down** before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.
Hidden Game #1
After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.
Hidden Game #2
After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.
Hidden Game #3
When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button; if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.
Stage Select
At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.
Super Hard Mode
At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Khameleon and Motaro—followed by a whopping *eight* endurance matches.
Free Play
When the "story" screens appear during the game's demo mode, quickly press **Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left** on the D-pad. You'll hear a crunch sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.
Secret "More Kombat" Menu
When the "story" screens appear during the game's demo mode, quickly press Run, High Punch, Low Punch (that's C▼, **B**, **A** in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Khameleon.
Secret "Kombat Cheats" Menu
When the "story" screens appear during the game's demo mode, quickly press High Kick, Low Kick, Run, Low Punch, High Punch, High Punch, High Punch, Low Punch, Low Punch (that's C▲, C▶, C▼, **A**, **B**, **B**, **B**, **A**, **A** in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate Free Play mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

NASCAR 99

Secret Drivers
Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu:
• To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press C▲, C◀, C▼, C▶, **L**, **R**, **L**, **R**, **Z**, **Z**
• To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press C▲, C◀, C▼, C▶, **L**, **R**, **L**, **R**, **L**, **R**
• To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press **Z** eight times, then **R** twice.
• To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press C▲, C▶, C▼, C◀, **Z**, **Z**, **Z**, **L**, **Z**, **Z**
• To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press C▲, C▲, C▼, C▼, C◀, C▶, C◀, C▶, **L**, **R**
Once you have unlocked a driver this way, that driver will also be available in Championship mode.

NBA COURTSIDE 2 FEATURING KOBE BRYANT

Secret Teams
At the main menu, highlight either Quick Play or Arcade Play, then, press **A** + C▲ at exactly the same moment. At the Team Select Screen, three special teams will become selectable.
Secret Room Codes
At the main menu, press C▲ and C▼ simultaneously. A message will appear on the screen saying you have found the Secret Room. Now enter any of the following codes. You won't get any special confirmation after entering a correct code, but you will return to the main menu. You'll have to start a game to see the effects.
Big Heads (Away team only)—C▲, C▲, C▼, C◀, C▶, **A**
Big Heads (Home team only)—C▲, C▲, C▼, **A**
Big Heads (Both teams)—C▲, C▲, C▼, C▶, C▼, **A**
Long Necks (Both teams)—C▲, C▲, C▼, C▲, C▼, **A**
Small Players (Away team only)—C▲, C▶, **A**
Small Players (Home team only)—C▲, C▼, **A**
Small Players (Both teams)—C▲, C▶, C▼, **A**
Secret Player Codes
At the "Team Select" screen, press C▲ seven times. You'll hear a basketball bounce instead of a buzzer sound when you press C▲ the seventh time. Then, press C▼ the number of times indicated below to make all the home team's players be that particular person. You may also select the secret player for the away team by pressing **Z** and then entering in another code. For example, if you want the home team to be made up of all Kobe Bryants and the away team to be made up of all Minoru Arakawas, press C▲ seven times, C▼ three times, **Z**, C▲ seven times, C▼ ten times.
Kobe Bryant—3
Ken Griffey Jr—4, 19
Random NBA Player—5
Minoru Arakawa—10
Tim Bechtel—11
Steve Bolender—12
John Brandwood—13
David Bridgham—14
Scott Bush—15
Marc Doyal—16
Mike Fukuda—17
Jeff Godfrey—18
Roger Harrison—20
Chick Hearn—21
Robert Hemphill—22
Jim Holdeman—23
Mike Knauer—24
Kevin Kraus—25
Chris Lamb—26
Mike Lamb—27
Stu Lantz—28
Howard Lincoln—29
Ken Lobb—30
James Maxwell—31
Umrao Mayer—32
Arnie Myers—33
Dan Owsen—34
Colin Palmer—35
Tom Prata—36
Ed Ridgeway—37
Henry Sterchi—38
Noah Stein—39
Faran Thomason—40
Gail Tilden—41
Russell Truelove—42
Erich Waas—43
Phil Watts—44
Armond Williams—45

NBA SHOWTIME: NBA ON NBC

Secret Characters
To play as a secret character, enter any of the names and PIN numbers below when you start a game. You'll hear a special sound effect after entering a correct code.
BEAR—1228
BENNY—0503
BOOMER—0604
CRUNCH—0503
GORILA—0314
HAWK—0322
HORNET—1105
RAPTOR—1020
ROCKY—0201
SASQUA—7785
SLY—6765
TURBO—1111
BIGGY—0958
CRISPY—2084
HORSE—1966
JACKO—1031
KERRI—0220
KERRI—1111
LIA—0712
LIA—1111
NIKKO—6666
OLDMAN—2001
PINTO—1966
RETRO—1970
SMALLS—0856
THEREF—7777
THEWIZ—1136
BETHAN—1111
CMSVID—0000
DANIEL—0604
DAVE—1104
DIMI—0619
E GEER—1105
ELOFF—2181
GATSON—1111
GENTIL—1228
GRINCH—0222
GUIDO—6765
JAPPLE—6660
JASON—3141
JENIFR—3333
JENIFR—1111
JONHEY—8823
LEX—0014
LYNCH—3333
MATT G—1006
PAULO—0517
ROOT—6000
SAL—0201
STENTR—0269
STRAT—2112
TIMCRP—6666
TIMMYB—3314
TURMEL—0322
LIPTAK—0114
THOMAS—1111
TIMK—7785
WIL—0101
CUTLER—1111
CHAD—0628
Secret Codes
At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a driection on the D-pad or joystick. For example, to activate the "No Hotspots" code, (2-0-1-Up) press Turbo twice, Jump zero times, Pass once, then press **Up**. A message will appear to confirm each code. Note: Some codes will note work in a two-player game unless both players enter the code.
Show Shot %—0-0-1-Down
No Hotspots—2-0-1-Up
Show Hotspot—1-0-0-Down
ABA Ball—2-3-2-Right
Alternate Uniform—4-3-0-Right
Away Uniform—4-2-0-Right
Home Uniform—4-1-0-Right
Midway Uniform—4-0-1-Right
Team Uniform—4-0-0-Right
Big Heads—2-0-0-Right
Tiny Heads—4-4-0-Left
Tiny Players—3-4-5-Left
No Replays—3-3-1-Left
No Tip Off—4-4-4-Up
Tournament Mode—1-1-1-Down
Infinite Turbo—4-1-1-Up
No Player Arrows—3-2-1-Left
Choose Your Court
After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.
Left Team's Court—**Up** + Turbo
Right Team's Court—**Down** + Turbo
Street Court—**Left** + Turbo
Island Court—**Right** + Turbo
Midway Court—**Up** + Shoot + Pass
NBC Court—**Down** + Shoot + Pass

NFL BLITZ 2000

Secret Characters
At the main menu, select "Arcade," then select "New." You'll be prompted to enter a name for record keeping. Next, enter any one of the names and PINs below. When the message "Choose Controller Pak" appears, press **A**. If the message "Controller Pak Not Found!" appears, just select "Abort." If you entered the code correctly, at this time you'll hear the announcer say "Lights out, baby!" The code will be active for the next game you play.
BETH—7761
BILLZ—0526
BRIAN—0818
DANIEL—0604
ED—3246
GENE—0310
GRINCH—2220
GUIDO—6765
JAPPLE—6660
JASON—3141
JENIFR—3333
JIMK—5651
JOHN—5158
JOSH—4288
LUIS—3333

MARKA—1112
MIKE—3333
MITCH—4393
MONTY—1836
PAULA—0425
PAULO—0517
RAIDEN—3691
ROG—8148
ROOT—6000
RYAN—1029
TODD—1122
TURMEL—0322
SAL—0201
SHINOK—8337
SHUN—0530
VAN—1234
SKULL—1111
BRAIN—1111
Secret Codes
At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "Fast Turbo" code, (0-3-2-Left) press Turbo zero times, Jump three times, Pass twice, then press **Left**. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code.
Always Receiver—2-2-2-Right
Always Quarterback—2-2-2-Left
Big Football—0-5-0-Right
Big Head—2-0-0-RIght
Display Field Goal %—0-0-1-Down
Display punt hang-time meter—0-0-1-Right
Fast Turbo—0-3-2-Left
Asphalt Field—3-0-1-Up
Astroturf Field—3-0-3-Up
Grass Field—3-0-0-Up
Snow Field—3-0-4-Up
Hide Receiver Name—1-0-2-Right
Hyper Blitz—5-5-5-Up
Infinite Turbo—5-1-4-Up
Late Hits—0-1-0-Up
No First Downs—2-1-0-Up
No Interceptions—3-4-4-Up
Allow Stepping OB—2-1-1-Left
No Punting—1-5-1-Up
Team Playbook—1-0-0-Up
No Head—3-2-1-Left
Huge Head—0-4-0-Up
Invisible—4-3-3-Up
Power-up Blockers—3-1-2-Left
Power-up Defense—4-2-1-Up
Power-up Teammates—2-3-3-Up
Smarter CPU Opponent—3-1-4-Down
City Stadium—5-0-1-Left
Day Stadium—5-0-1-Down
Night Stadium—5-0-2-Down
Old Day Stadium—5-0-1-Up
Old Night Stadium—5-0-2-Up
Old Snow Stadium—5-0-3-Left
Roman Stadium—5-0-3-Left
Snow Stadium—5-0-3-Down
Dirt Stadium—3-0-2-Up
Super Blitzing—0-4-5-Up
Super Field Goals—1-2-3-Left
Super Passes—2-5-0-Left
Team Big Heads—2-0-3-Right
Team Tiny Players—3-1-0-Right
Night Game—0-2-2-Right
Tournament Mode—1-1-1-Down
Fast Turbo—0-3-2-Left
Fog—0-3-0-Down
Rain—5-5-5-Right
Snow—5-2-5-Down
Thick Fog—0-4-1-Down

NHL 99

Secret Codes
Choose "Options" from the main menu, then access the Password option and enter any of the following codes to alter the graphics or gameplay:
F A S T—Faster gameplay
B R A I N Y—Big head mode
B I G B I G—Giant players

NHL BREAKAWAY 99

Secret Codes
Note: All of the codes listed above under *NHL Breakaway 98* will work with *NHL Breakaway 99* except for the "Secret Teams" code.

NIGHTMARE CREATURES

Cheat Password
Choose "Enter Password" from the main menu and enter the code **Left, Up, C▼, C◀, C▶, C▲, C◀, Down**. A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage.

PAPERBOY

Secret Codes
Enter the following codes at the "Secret Codes" screen.
Hitting turbo gives Super-jump—A L L J U M P
Hitting turbo give s Turbo—G O F A S T
Throw papers backward—B A C K W A R D
Throw papers straight ahead—F R O N T S
Throw papers at random angles—R A N D O M
Throw papers at 90° angles—S I D E S
Jumbled sounds—J U M B L E
View all newspaper headlines when you start training mode—H E A D L I N E
Unlimited health—I N V I N C
Unlimited papers—N O B U N D L E
Tiny paperboy—L I T T L E
Near-sighted paperboy—M A G O O
Unlock all levels—O B V I O U S
Speed up the game—R U S H
Slow down the game—W A K I N G
Moon gravity (jump higher)—M O O N
All non-animated objects scream—S C R E A M
Silly collision sounds—T H U N K
Huge newspapers—S U N D A Y
Time clock is ignored—U N T I M E D

QUAKE II

Multiplayer Codes
Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with *Quake II* saves, press **B** to exit to the password screen; if not, choose "Do Not Use" to get the password screen. Now enter any of the following passwords, then press **B** to back out of the single-player menus and start a game in multiplayer mode to see the effects:
S3TC 00LC 0L0R S???—Changes the background colors
S3T1 NF1N 1T3S H0TS—Infinite ammo
S3TL 0WGR V1TY ????—Low gravity

RAINBOW SIX

Level Select
From the main menu, select "Quick Start," then enter the password "F Z J F T M R 2 G 8 R Q" at the following screen and press **A**. If you entered it correctly a level select screen will appear.
255 Grenades
Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more. First, hold down **Z** to get ready to throw your last grenade. When the meter on the screen fills completely, let go of **Z** then immediately hold it down again. You must do this before the "Throwing Grenade" meter fills up. Keep **Z** held down and in a few seconds your grenade stock will be 255.

RE-VOLT

Unlock All Cars & Tracks
At any time during a game, press **B, A, Z, Z, B, L, A, C▲**. You'll hear a special sound effect after entering it correctly.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you.
B R O N Z E—Bronze Class (In Arcade Mode, Kemo Claw is also unlocked)
S I L V E R—Silver Class (In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked)
G O L D—Gold Class (In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked)
C H A M P—Champ Class (In Arcade Mode, all boxers are also unlocked)
Change Costume Colors
At the boxer selection screen, press **C▲ + C◀** simultaneously to change the currently selected boxer's colors.
Change Cornerman's Voice
The cornerman's voice is usually randomly picked, but you can choose it at the boxer selection screen by holding **C◀** and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.
C◀ + Up—Irish accent
C◀ + Left—New York accent
C◀ + Right—African-American accent
C◀ + Down—Hispanic accent

RIDGE RACER 64

Secret Caddy Car
From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

ROAD RASH 64

Codes
Enter the following codes at the main menu. You'll hear a special sound effect to confirm each code:
Unlock all levels and fast bikes—**C▲, C◀, C◀, C▶, L, R, C▼, Z**
Unlock Scooter level—**C▼, C▶, C▲, C◀, C◀, L, C◀**
Unlock Cop Mode—**Z, C◀, C▼, C◀, Z, L, R, C▼**

ROCKET: ROBOT ON WHEELS

Secret Codes
During gameplay, press **START** to pause, then enter any of the codes below. You should hear a confirmation sound indicating the code was entered successfully.
All vehicles—**Up, Down, Z, R, Left, Up, Down, Left, Down, Down**
Heavier rocket—**Up, Right, Right, R, Right, R, Z, R, R, Up**
Low friction—**Up, R, R, Left, Z, Z, Down, Left, Up, Right**
Low gravity—**Z, R, Z, R, Down, R, R, Right, Right, R**
Super Grab Field—**Down, Left, Right, Z, Down, Right, Down, Down, Down, Left**
Super Speed—**Z, Right, Down, Up, Down, R, Up, Down, Left, Up**

STAR WARS: EPISODE I RACER

Cheat Menu
Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "R R T A N G E N T A B A C U S" by holding the **Z** button and pressing **L** to select each letter. Note that this procedure is not the same as choosing letters with the **A** button; if you hold **Z** and select letters with **L**, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold **Z** as you highlight "END" and press **L**; the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release **Z** and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left, Down, Right, Up** on the D-pad; a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press **A** to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race:
• Hold **Up** on the D-pad to fast-forward
• Hold **Down** on the D-pad to reverse at high speed
• Press **Right** on the D-pad to self-destruct
• Hold **Left** on the D-pad to make your vehicle invisible
• Hold **Z + Left** on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)
Special Control Scheme
Using the procedure described above under "Cheat Menu", enter the passcode "R R D U A L" at the "Please Enter Your Initials" screen and remember to choose "END" with the **Z** and **L** buttons to get the "OK" signal. This code changes the game to allow you to use the analog joysticks on two controllers to drive your pod racer. Pressing **Up** on the joystick propels you forward, press **Down** to steer. The controller ports are assigned as follows:
Player 1, left pod: Controller 1
Player 1, right pod: Controller 3
Player 2, left pod: Controller 2
Player 2, right pod: Controller 4
Note that the controls may not work properly if you plug the extra controller(s) in after the game has already been turned on. For best results, make sure you have all of the necessary controllers connected to the N64 before you turn the machine on.

STAR WARS: ROGUE SQUADRON

Secret Passcodes
Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:
A C E—Higher difficulty
B L A M E U S—Group shot of developers
C H I C K E N—Access bonus level
C R E D I T S—See the game's credits
D E A D D A C K—Unlocks all stages at the Select Level screen
D I R E C T O R—Enables "Showroom" menu at the Options screen
F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen
I G I V E U P—Infinite lives
K O E L S C H—Changes the V-Wing into an automobile
M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu
R A D A R—Alternate radar
T O U G H G U Y—Finish levels with 0:00 completion time, all friendly saves and bonuses collected
T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor
Unlock Naboo Starfighter
Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X ?" and select "Enter Code," then enter the code "! Y N G W I E !" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of available ships.
See Developers' Heads
Choose "Passcodes" from the Options menu. Enter "H A R D R O C K", "B E R G L O W E" or "W U T Z I" and select "Enter Code." If you start a game and then return to the title screen, you'll see that Luke's head will be replaced by one of the developer's heads!

TARZAN

Stage Select
At the main menu, enter the following code using the D-pad (not the analog joystick): **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down**. A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.

TONY HAWK'S PRO SKATER

Cheat Codes
At any time during gameplay, press **START** to pause the game, then hold down **L** and enter any of the codes below. You'll see the text on the screen shake from left to right upon entering a correct code. You may have to restart a game or back out to the main menu to see some codes' effects.
Slow motion—**Down, Down, C▲, C▶, Left**
Fast motion—**Right, Up, Down, Down, Up, Down**
High speed—**C▲, Left, C▼, C▼, Up, Down, Right**
Add "Skip to Restart" menu item—**C◀, C▶, C▼, Up, Down**
10 point stats—**C▲, C◀, Left, Up, C▼**
13 point stats—**C▲, C◀, Left, Up, Down**
Score x10—**Down, Right, Up, Right, Up, Left, C◀**
Obtain all tapes—**C▶, Left, Up, C▲, C▲, Right, Down, Up**
Perfect balance—**C▲, C▶, Left, C▶, Right, Up, Down**
Girl's picture—**C◀, C▼, C▶, C◀, C▼, C▶**

TOP GEAR RALLY 2

Secret Codes
Enter any of the codes below at the main menu. You may disable a code by entering it

a second time. For the Hi Res Mode code, an expansion pak is required.
Hi Res Mode—C◀, C◀, Left, L, L
Chubby World View—Z, C▶, L, Up, Right
No Depth View—Z, C▶, R, Up, Right
Speed Warp View—Z, C◀, R, Up, Right
Speed Based Aspect Ratio—Z, C◀, L, Up, Right
Intoxicated AI Cars—C▶, C▶, Right, Right, Down
No Damage or Failures—L, Z, START, Up, Up
Bouncy Cars—C▲, C◀, R, Up, Left
Award 100,000 Sponsor Credits in support van—L, Z, START, L, L
Award maximum Championship Points in support van—L, C▲, Left, L, L
Repair all car damage in support van—L, Z, R, L, START
Toxic Waste Dump—C▶, C▶, R, L, Up
Volcano Valley—C◀, Z, R, L, Down
Upside-Down World—C▲, Z, START, Up, Down
Spinning World—R, C▶, R, Up, Right
Real Hills—L, Z, Left, Up, START
Shadow Racer—C▲, Z, Right, Up, Z
Tall Car—C◀, Z, START, Left, Down
Long Car—C▶, C▶, Right, Left, Left
Giant Car—R, C▶, R, Left, Up
No Tires—R, C▶, R, Down, Down
Tires Only—C▼, Z, Right, Left, Right
Monster Tires—C▶, C▶, Right, Down, Up
Cylinder Tires—C▲, Z, Right, Down, Right
Wobble Tire—R, C▶, START, Down, Z

TOY STORY 2

Level Select
At the main menu, press **Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down**. You must use the analog joystick for the code to work. You'll hear a special sound effect after correctly entering it. When you start a new game, you'll be able to select any level.

TRIPLE PLAY 2000

Cheat Codes
At any time during the game, enter any of the following codes to affect the score, the ball/strike count or the number of outs:
• Three ball count—Hold **L + R + Z** and press **Up, Down** during the game
• Three outs—Hold **L + R + Z** and press **Down, Up** during the game
• Add one run to home team's score—Hold **L + R + Z** and press C◀, C◀
• Add one run to the visiting team's score—Hold **L + R + Z** and press C▶, C▶
Special Sounds
After hitting a home run during a game, press C▲, C▶ or C▼ to hear the fans salute you with horns and whistles as you round the bases.

VIGILANTE 8: 2ND OFFENSE

Secret Codes
Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code. For the "Unlock Ultra rez" code, you can switch to the Ultra resolution via the menu that appears while the game is paused.
Unlock all characters—LLA_KCOLNU
Invincibility—ELBICNIVNI
Max. stats—LLA_DORTOH
Unlock Ultra rez (requires expansion pak)—GO_MAX_REZ
Faster firing rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
Hover higher—HI_CEILING
No gravity—NO_GRAVITY
Big wheels—GO_MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS

VIRTUAL POOL 64

Second Chance Shot
To re-take your last shot, press **Left** on the D-pad to bring up the instant replay, then hold the **A** button for a second chance at the shot. (You can't re-aim, but you can change the shot strength.)

WAVE RACE 64

Ride the Dolphin
Enter Stunt Mode and choose the Dolphin Park course. Now perform all of the possible stunts (handstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off a ramp), go through all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt—like the stand and somersault—before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you do all of the above correctly, you should hear the dolphin chattering when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick **Down** and press a button to confirm your choice. (If you want the alternate-color character, hold **Up** on the D-pad while holding **Down** on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

WAYNE GRETZKY'S 3D HOCKEY

Invisible Players
Pause the game and select "Replay". Press **L** or **R** to highlight a player; that player will flash for a brief instant. If you press **Z** quickly before the player stops flashing, he will turn invisible. Press **START** twice to return to the game; that player will stay invisible. Note that pressing **Z** causes the highlight to return to the player closest to the puck, and that highlighting an invisible player will cause him to become visible again. Note the order in which you advance through the players as you press the **L** or **R** button. To turn your entire team invisible, advance through the line-up with **L** or **R** until you reach the last player on your team, press **Z** to turn him invisible, then use the same button to advance to the next-to-last player, press **Z**, etc. You can't turn the goalie invisible with this trick, but if you pause the game while no player is controlling the puck, you can turn the players on both teams invisible.
Multiplayer Practice
To play in Practice mode with more than one player, each player aside from Player 1 should hold the **A** button at the title screen, then have Player 1 highlight "Practice" and press **A**. If you do this, all of the other players who were holding **A** will get to play in practice mode with you.
Instant Start
To start a game quickly, hold any button except **A** at the main menu and press **START**; you'll immediately jump to the face-off with you playing as Gretzky on the Rangers.
Select Opposing Team
When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the C▶ button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent.
Player Size Tricks
At the Options menu, hold the C▲, C◀ or C▼ button and press **R**; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:
Big Heads—Hold the C▼ button and press **R** until the first two digits of the "Specials" option are "10".
Huge Heads—Hold the C▼ button and press **R** until the first two digits of the "Specials" option are "01".
Tiny Heads—Hold the C▼ button and press **R** until the first two digits of the "Specials" option are "11".
Tiny Players—Hold the C◀ button and press **R** until the third digit of the "Specials" option is "1".
Giant Players—Hold the C◀ button and press **R** until the fourth digit of the "Specials" option is "1".
Short, Fat Players—Hold the C▲ button and press **R** until the fifth digit of the "Specials" option is "1".
Tall, Thin Players—Hold the C▲ button and press **R** until the sixth digit of the "Specials" option is "1".
Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.
Forfeit Game
During a game, press **START** to pause, then access the Options screen. Hold the **L** button and press C◀ nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you.
Trade Players
At the Options screen, hold the **L** button and press C▼, C▼, C▲, C▲, C▼, C▼, C▶, C▶, C▼; the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the C▲ button ten times. A secret "Modify Teams" menu will appear. Use the D-pad or joystick to choose two teams to modify, then press **A**. The roster of the first team appears on the left; press **B** to change the team on the right. Use **Up** or **Down** to highlight the name of the player you want to replace, use **Left** or **Right** to highlight the name of the player you want to replace him with. Press **A** to make the substitution. Press **START** to advance to the other team to modify; when you're finished (or if you just wanted to mess with one team) press **START** to return to the "Team Stats" screen.
Frequent Fight Mode
At the Options screen, hold the **L** button and press C▲, C▲, C▼, C◀, C▶, C▶, C◀, C▶, C◀. The "Specials" option will appear with the ninth digit changed to "1". Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.
Access Super Teams
At the Options screen, hold the **L** button and press C▶, C◀, C◀, C▶, C◀, C◀, C▶, C◀, C◀. The "Specials" option will appear with the tenth digit changed to "1". Now you have access to four super teams at the "Select Your Team" menu: USA, Canada, Williams Entertainment and the "99ers".
See Company Logos
Press **Z** at the Options menu to view the different company logos that appear on the sides of the rink during the game. This only works if you choose Options from the main menu, not while a game is in progress. You can also do this at some of the other menu screens, like the "Records" menu.

WCW MAYHEM

Secret Passwords
Enter any of the following passwords at the Pay-Per-View Password screen:
P L Y H D N G Y S—Hidden wrestlers unlocked
C B C K R M S—Special area select
C H T 4 D B S T—Quest cheat enabled
D P L G N G R S—Doppleganger select enabled
N G G D Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T M M N T M—Momentum print enabled
P R N T S T M N—Stamina print enabled
M K S P R C W S—Bionic created wrestlers
y K h # J $ = J Q L m F s—World War III
@ K c X K F = W ? j ^ p F—Starrcade
r J P m B 6 l f M l k $ B—Superbrawl
t d ^ p K R m Z - < y L—Halloween Havoc
M S K D L T L R Y—Thursday Thunder (Enter the "Hidden wrestlers unlocked" password first)
2 J J h K X d J F m 4 k B—Uncensored PPV Mode unlocked
@ J H k f y l B w f Q Q F—Spring Stampede

WINBACK

Codes
Enter these codes at the title screen. You must enter each one quickly before the screen fades out. You'll hear a gunshot sound effect just as the main menu appears if you've performed the code correctly.
Unlock Trial mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left, Left**, hold C▼ and press **START**.
Unlock Max Power Mode—L, C▶, C◀, C▶, C◀, C▼, C▲, C▼, C▲, L + **START**.
Unlock all characters in Versus mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left**, hold C▲ and press **START**.

WIPEOUT 64

Main Menu Codes
Each of these codes can be entered at the "Game Select" menu; the screen will flash green to confirm proper code entry. To deactivate a code, just enter it again:
Unlock Piranha II team—Hold **L + R + Z** and press C▼, C▼, C▼, C▼, C▶, C▲, C◀
Unlock Velocitar track—Hold **L + R + Z** and press C◀, C▶, C▲, C▶, C◀
Power-up weapons—Hold **L + R + Z** and press C◀, C▶, C▼, C◀, C▶, C▼, C▲
In-Game Codes
Each of these codes can be entered during a race; the screen will flash green to confirm proper code entry. You can also enter these codes while the game is paused; if you do so, you won't see the green flash until you unpause. To deactivate a code, just enter it again:
Race doesn't end when timer expires—Hold **L + R + Z** and press C▲, C▶, C◀, C▼, C▲, C▶, C◀, C▼
Infinite shield energy—Hold **L + R + Z** and press C▲, C▼, C◀, C▶, C▲, C▼, C◀, C▶
Unlimited weapons—Hold **L + R + Z** and press C▼, C▼, C◀, C◀, C▶, C▶, C▲

WORLD DRIVER CHAMPIONSHIP

Unlock All Teams & GT2 Cars
At the team select menu in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog joystick): **Z, Right, Z, Z, Z, B, C▼, A, Right, START**. Now all of the teams and their cars will be available.
Unlock All Sydney Tracks
From the main menu, select "Championship." Next, select "New Game." enter "FROZENSKY" as your name. When you exit back out to the main menu, all the Sydney tracks will be available.
Top View
During game play, press **Up, Up, Up, A, Left, A, A, A**. The camera view will immediately change after entering the code correctly.

XENA: WARRIOR PRINCESS

Secret Codes
At the main menu, press **Right, Right, Left, Left, Right, Left, Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:
Unlock Despair—C◀, C▶, C◀, C▶
Unlock Bunny Despair—C◀, C▲, C▶, C▼
Let Xena battle Gabrielle in Quest mode—C◀, C◀, C◀, C◀
Unlock "Titan" difficulty level—C▲, C▼, C▲, C▼
Battle Codes
At any time during a battle, hold down the Target button (Usually **A**) and press **Right, Right, Left, Left, Right, Left, Right** on the D-pad. You'll hear a special sound effect after entering it correctly. Next, enter any of the following codes:
Invisibility—Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target
Ice Fighters—Strong Punch, Strong Punch, Target
Invincibility—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Target
One-Hit Kills—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Jump
Big Heads—Crouch
Big Feet—Jump
Snow Fighters—Strong Punch, Strong Punch, Crouch
Red Nose—Weak Punch, Weak Punch, Target
Purple Nose—Weak Punch, Weak Punch, Crouch
Green Nose—Weak Punch, Weak Punch, Jump
Icy Stage—Weak Punch, Weak Punch, Weak Punch, Weak Kick, Weak Kick, Target
Take Less Damage—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Crouch

AGILE WARRIOR F-111X

Invincibility
Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, □.
Maximum Fuel and Armor
Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, ○.
All Weapons=999
Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **R1**, **R1**, **R1**, **R1**, **L1**, **L1**, **L1**, **L1**, **R2**, **R2**, **R2**, **R2**, **L2**, **L2**, **L2**, **L2**.
Toggle Minimum Speed
Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, ×. Now your minimum speed is zero; hold **L1** to hover.
Hidden Camera Angles
Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **Up**, **Down**, **Left**, **Right**. Enter this code repeatedly for new views.
Mission Complete
Pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, △, △, △, **Down**, **Down**, **Down**.
"Dancer" Cheat
If you complete all ten missions in *Agile Warrior*, you'll get treated to a little full-motion video "R & R" courtesy of your commanding officer. However, if you want to skip directly to this scene, simply pause the game and press **Left**, □, □, □, □, **Up**, △, △, △, **Right**, ○, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×, **Down**, ×. Now abort the game or finish the current mission; the next time you go into a mission briefing, you'll see the hidden footage.
Play Your Own CD
During the game, press the **OPEN** button on the PlayStation, remove the disc and replace it with your favorite music CD. Before you close the lid, use the **L** and **R** buttons to choose a track and set the music volume according to the on-screen instructions, then go ahead and play the game with your own musical accompaniment. Once you've used this feature, an extra photo of the game's creators will appear under "Credits" at the option menu.

AIR COMBAT

Secret Loading Screen
Hold the **R1** and ○ buttons at any point in the game when the standard "bird logo" loading screen is about to appear. If the "bird" screen appears, you're too late—but if you held the buttons down at the right time, you should see a new, black loading screen with little compact discs bouncing around.
Hidden Game
When the secret CD loading menu appears as described above, quickly press **Up**, **Left**, **Down**, **Right**. A tiny picture of a Fygar—the dragon character from Namco's classic *Dig Dug* arcade game—will appear in the lower left corner of the screen to indicate that the code worked. With this cheat in place, start the game, or return to the title screen and continue to reach the "loading" screen again. This time, don't hold any buttons—the "loading" menu will be replaced by a strange hidden game in which you must steer the *Air Combat* bird symbol around the screen and destroy as many of the passing ships and missiles as you can before a tiny bird can walk from the left side of the screen to the right. Use the **L2** and **R2** (or **Left** and ○) buttons to spin the symbol clockwise and counter-clockwise; if you don't press any buttons, you'll crash into the walls and die. Tap the **R1** button to toggle between three different control configurations. Get a score of 4.60 or higher and you'll get something...but we're not sure what.
999,999,000 Credits
At the special CD loading menu, quickly press **Down**, ○, △, △, △, ○, △, ○, △, then press ○+△ simultaneously twice and hold both buttons down after the second press. You'll see a Pooka character from *Dig Dug* appear in the corner of the screen. Now start the game and visit the fighter select screen. You'll see that you have instantly earned an incredible 999,999,000 credits which you can use to buy any ship or wingman available.
Different-Colored Ships (1P Mode)
At the CD loading menu, press **Up**, **Down**, **Left**, **Right**, **Up**, **Down**, **Left**, **Right**, **R1**—continue to hold the **R1** button until you see a spaceship appear in the corner of the screen. Now start the game, and notice that when choosing your plane, all of the standard ships have been painted different colors.
Different-Colored Ships (2P Mode)
At the CD loading menu, quickly press **Left**, **Right**, **Left**, **Right**, **Down**, **Up**, **Down**, **Up**, ○, ○, △, △, △—continue to hold the △ button until you see an insect appear in the corner of the screen. Now start the game in two-player mode, and notice that each of the fighters has an alternate-color version available, effectively doubling the number of vehicles to choose from.
Extra Wingmen
At the CD loading menu, hold the **R1** button and press **START** 10 times (continue to hold **START** after the tenth press.) This code is tougher to do than the others, but when you get it to work, you'll find more variety in your available wingmen.

ALEXI LALAS INTERNATIONAL SOCCER

Unlock Secret Teams
From the main menu, select "Friendly Match." Next, move the cursor down to the team name at the next screen that appears. Then enter any of the following codes below. You'll hear a special sound effect after entering a correct code. When you unlock the first secret team, the "Secret" category of teams will appear among the names of continents at this screen. All the teams below will appear within the Secret category.
Brazil 1970—**R1**, **R1**, **R1**, **Right**, **Right**
Die Mannschaft—**R2**, **R2**, **R2**, **Right**, **Right**
England 1966—**L1**, **L1**, **L1**, **Right**, **Right**
All Time—**L2**, **L2**, **L2**, **Right**, **Right**
Aus Asia Stars—**R1**, **Up**, **Up**, **Right**, **Right**
Africa Stars—**R2**, **Up**, **Up**, **Right**, **Right**
Oranje—**L1**, **Up**, **Up**, **Right**, **Right**
Azzuri—**L2**, **Up**, **Up**, **Right**, **Right**

ARMORED CORE: MASTER OF ARENA

Fix Camera's Position
At any time during gameplay, press ○ + × + **START**. The game will pause. When you press **START** again to unpause, the camera will be fixed at its current position. Pause and unpause the game once more to return the camera to its normal behavior.
First Person Camera View
At any time during gameplay, press △ + □ + **START**. The game will pause. When you press **START** again to unpause, the camera will move to a first person view. Pause and unpause the game once more to return the camera to its normal behavior.

ARMORED CORE: PROJECT PHANTASMA

Fixed Camera
While in the middle of a mission, hold ○ + × and press **START** to pause the game. Press **START** again to return to the game and the camera will stay fixed in place. Pause and unpause the game to return the camera to normal.
1st Person View
While in the middle of a mission, hold △ + □ and press **START** to pause the game. Press **START** again to return to the game; the camera will now give you a first-person view. Pause and unpause the game to return the camera to normal.
Change Raven's Nest Background
From the main menu, select "Garage", then select "Edit Emblem". While you are in this mode, hold **L1** + **R1** and press **SELECT**. The background texture will change to whatever is the current emblem.

ARMY MEN: AIR ATTACK

Passwords
Unlock all Copilots—**Up**, **Down**, **Up**, **Down**, **Up**, **Down**, **Up**, **Down**
Unlock bonus ending cinematic—□, **Down**, ×, **Down**, **Right**, **Right**, **Up**, **Up**
Mission 2—×, **Down**, **Left**, **Left**, □, ○, ○, **Right**
Mission 4—**Down**, **Down**, □, □, **Left**, **Right**, ○, ×
Mission 5—**Right**, **Right**, ×, ○, **Down**, **Up**, **Down**, **Up**
Mission 7—□, ○, ×, □, △, **Left**, **Up**, **Right**
Mission 8—**Right**, **Down**, **Left**, **Up**, △, **Down**, **Up**, **Down**
Mission 9—○, ○, **Right**, **Up**, **Right**, **Up**, ×, ×
Mission 10—×, **Down**, **Down**, **Down**, **Down**, ×, **Left**, **Right**
Mission 11—△, **Up**, ○, **Down**, □, **Left**, ×, **Right**
Mission 12—**Up**, **Up**, △, △, **Left**, **Left**, ○, ○
Mission 14 (2-player)—**Left**, **Down**, **Left**, **Down**, □, ○, □, ○
Mission 15—□, **Right**, **Left**, ○, ○, **Up**, **Down**, □
Mission 16—**Down**, **Up**, **Down**, **Up**, △, ○, △, ○

ARMY MEN: SARGE'S HEROES

Unlock All Levels
At the main menu, hold **L1** + **R1** + □ and press **Up**, **Down**, **Left**, **Right**. After entering the code correctly, you'll hear a special sound effect.
All Weapons & Infinite Ammo
At any time during gameplay, press **START** to pause, then press □, ○, **R1**, **L1**. You must press this button combination quickly, otherwise it won't work. After entering the code correctly, the words "Power Up!" will zoom out from the center of the screen.

BALLBLAZER CHAMPIONS

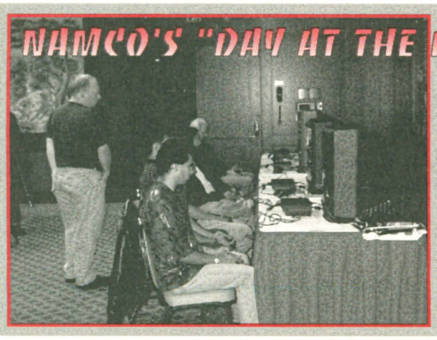
Special Passwords
Choose "Load/Save" from the Options menu, then select "Enter Passcode" and input one of the following passwords:
• Shrink the Rotofoil
×○×××○×
×××××
××△△××
□××××□
×□□□□×
• Upside-down playfield
×□□□□×
□××××□
××△△××
××××
×○×××○×
• Must score in your own goal to win
××××□×
○×××○□
×△××××□
××△××□
××××□×
• Play as the Master Blazer, Xarta
×○○○×□
○×△×△×○□
○△×△○□
○×△×○□
×○○○×□
• Play "Classic *Ballblazer*"
□□××××
□□□□××
□□□□□□
××□□××
□□□□□□

BASES LOADED '96: DOUBLE HEADER

Automatic Home Runs
During the game, press **START** to pause, then grab Controller 2 and press △, □, ×, ○, ○, ○. You'll hear a piano sound. Next, press **L1** (also on Controller 2); you'll hear the words, "Home run!" Now you will hit a home run every time your batter makes contact with the ball—even if it's a bunt. To disable this cheat, simply enter the code again; when you press **L1**, you'll hear the word, "Safe!"
Skip Innings
As above, press the **START** button to pause, then press △, □, ×, ○, ○, ○ on Controller 2. You'll hear a piano sound. Next, press the × button (also on Controller 2); the words, "Let's Go Inning" will appear on the screen. Press × on Controller 2 to change the inning number, then press **START** to return to the game in the inning you chose. If the game is tied when you enter this code, you'll be able to select all the way up to the 18th inning.
Computer Control
To give the computer control over your team, pause the game and press △, □, ×, ○, ○, ○ on Controller 2. After you hear the piano sound, press the **L2** button on Controller 2; you'll hear a beep to confirm the code. If you want to regain control of your team, simply pause the game and enter the code again.

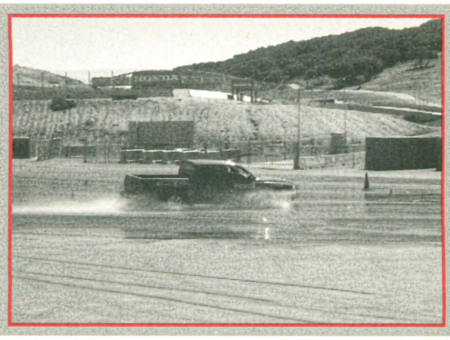
BATMAN FOREVER: THE ARCADE GAME

Batman's Special Moves & Combos
Lunge Grab—→ → + Punch
Hop Kick—→ → + Kick
Uppercut—↓ ↘ → + Punch
Sliding Kick—↓ ↘ → + Kick
Roundhouse Kick—← → + Kick
Block—Hold Punch + Kick (Move D-pad to evade)
Taser Combo—With taser, Hop Kick, Hop Kick, Hop Kick (repeat)
Long Combo—Roundhouse Kick, Punch, Punch, Sliding Kick, Kick, Uppercut, Punch, (repeat Sliding Kick, Kick, Uppercut, Punch until frenzy)
Robin's Special Moves & Combos
Palm Strike—→ → + Punch
Flick-Flack—→ → + Kick
Flash Kick—↓ ↘ → + Kick
Reverse Flash Kick—← → + Kick
Jump Kick—Jump, Kick (no kidding)
Twist Kick—Jump, ↓ + Kick
Block—Hold Punch + Kick (move D-pad to evade)
Taser Combo—With taser, Flick-Flack, Flick-Flack, Flick-Flack (repeat)
Long Combo—Flash Kick, Punch, Punch, Kick, Kick, Punch, Punch, Flash Kick (repeat Flash Kick until frenzy)
Tips & Secrets
• If an enemy throws a barrel, tire or other object at you, you can catch it by pressing the Punch button as the object nears you.
• If you select the VR bonus before entering Stage 4, you can destroy the helicopter easily by using the VR to freeze all of the enemies just as the helicopter appears. Now you can ignore the enemies and concentrate on firing super batarangs at the helicopter.



NAMCO'S "DAY AT THE RACES": JULY 19-20

To show off its new PlayStation 2 lineup of games, Namco invited a select group of press to Monterey, California for a special event. On the night of the 19th, there was a special reception where we got to check out *Ridge Racer V* and *Tekken Tag Tournament*. We were also lucky enough to get a peek at an early development version of Namco's PS2 motorcycle racing game, *Moto GP*. On Thursday, we headed off to the legendary Laguna Seca race course for an all-day session at Skip Barber Racing School. In the morning, we were treated to braking exercises with the



• When the Monarch Bat makes its sweeping attack, press Punch + Kick to block; you won't take any damage. However, blocking will not protect you from the bat's fire attack.
• At the start of the game, if you jump on the hood of the Batmobile and stay there, you can prevent it from driving away so quickly.

BATTLE ARENA TOSHINDEN 2

Boss Code 1
Turn the game on and wait for the title screen to appear. While the words "1P GAME," "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press **R1, L2, ×, L1, R2, ○** before all of the text appears. You'll hear a signal to confirm the code if you're fast enough. At the fighter-select screen, highlight the "?" box; Master and Uranus are now included in the random characters that appear. To choose them more easily, hold the **SELECT** button; this slows down the random-select feature.
Boss Code 2
With Boss Code 1 in place as described above, return to the title screen; while the words "1P GAME," "FULL BATTLE" etc. are flying in from the left side of the screen, quickly press **○, R2, L1, ×, L2, R1** before all of the text appears. You'll hear a signal to confirm the code if you're fast enough. At the fighter-select screen, highlight the "?" box; Vermilion and Sho are now included in the random characters that appear. To choose them more easily, hold the **SELECT** button; this slows down the random-select feature.
Camera Controls
At the Options menu, set all four of the top buttons to "NOT USED." Move down to the Camera Action setting; you'll find a new camera angle option called "Camera." With this setting, you can change camera angles almost exactly as described under the codes for the original *Battle Arena Toshinden* game; the only difference is that you can't pan left or right.

BATTLETANX: GLOBAL ASSAULT

Secret Codes
Enter any of the following codes from the "Input Code" screen within the "Game Setup" menu:
All tanks on—T H R T N
All weapons on—S R T H M B
Level Select on—B C K D R
Lots of tank bucks on—D P P C K T S
Brandon gang on—S M S L G N G
Cassandra gang on—N S T Y G R L

BEAST WARS TRANSFORMERS

Weapon Power-Up
During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right, △, ×, □, START**. Now your character's weapon will be more powerful than the standard weapon.
Stage Skip
During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right, △, ×, ×, △, Right, Left, Down, Up, START**. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

BIO FREAKS

First-Person View
During a match, hold **L2 + R2** and point the D-pad away from your opponent to activate a first-person camera view. To return to the standard camera angle, hold **L2 + R2** and press **Down**.

BLACK DAWN

Secret Deathmatch Mode
At the main title screen, hold **SELECT + R2** on both controllers; the title screen menu will change, allowing a "Two Player Vs." option. This new game mode plays like Atari's classic top-down two-player *Combat* game, complete with "wraparound" screen.
Access All Levels
At the main title screen, hold **Left + L2** and press **SELECT**; you'll hear a sound to confirm the code. Now start the game; you'll have access to all of the missions from the "Insertion Points" map.
Maximum Fuel & Ammo
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, △, △, △, ○**.
Acquire Wingman
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, □, □, □, ○**.
Maximum Weapons
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, L1, L2, R1, R2**.
Upgrade Gun
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, SELECT, SELECT, SELECT**.
Upgrade Current Weapon
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, L1, L1, R1, R1**.
Complete Current Mission
Press **START** to pause the game, then press **SELECT, L2, SELECT, R2, △, △, △, Down, Down, Down**.
Secret Video Scene
If you beat the game at the "Rockin" difficulty setting, you'll see a secret video scene with behind-the-scenes footage from Black Ops, the game's developer. You can find it easier if you set the difficulty to "Rockin", enter the "Access All Levels" code above, then go to Operation Hurricane and enter the "Complete Current Mission" code, also shown above.

BLOOD OMEN: LEGACY OF KAIN

Refill Energy
At any time during the game—not while paused—enter any of the following codes as needed:
• Refill Energy—Press **Up, Right, □, ○, Up, Down, Right, Left**.
• View All FMV Scenes—Press **Left, Right, □, ○, Up, Down, Right, Left**. (Access the "Dark Diary" from the Options menu and you'll be able to watch all of the video scenes from the game.)

BUBSY 3D

Cheat Codes
Press □ at the title screen to access the "Load Game" menu, then enter any of the following passcodes for different effects:
X M U C H O L I F E—99 lives
X T O O R O C K E R—Have all rockets
X L V L C H T M S B—Access all levels
X Z O O M M E R K B—During the game, hold **Left** on the D-pad and press **START** to warp to a different location in the current stage
X A L L D B U G C R—Activate all of the above cheats at once
X B N S C H T M M M—Play bonus round
X U R A S N A K E R—Bubsy w/black T-shirt & eyepatch
Voice Test
As above, access the "Load Game" menu, then enter the following passcodes to hear all of Bubsy's dialogue from the game (each code will allow you to hear a group of phrases from a specific scenario).
B U B S Y H I T X A
B U B S Y B O P X A
B U B S Y C N T X A
B U B S Y D O G X A
B U B S Y C A R X A
B U B S Y G L D X A
B U B S Y H I H X A
B U B S Y I D L X A
B U B S Y P O W X A
B U B S Y S C R X A
B U B S Y U F O X A
B U B S Y H 2 O X A
B U B S Y W O O X A
B U B S Y W O L X A
B U B S Y W O R X A

BUGS BUNNY: LOST IN TIME

Unlock All Stages
At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold **L2 + R1** and press **×, □, R2, L1, ○, ×, □, □, □**. You'll then be able to enter any stage.

BUST-A-MOVE '99

Extra Worlds
At the title screen, quickly press **○, Left, Right, ○**. A small green character will appear on the lower right corner of the screen when the code is successfully input. Now start the game in "Puzzle Game" mode to play in a world that's different from the normal "Puzzle Game" setting.

CENTIPEDE

Unlock All Stages
Choose "Adventure" from the main menu. When the stage select screen appears, press **R1, R1, R2, R1**; now you can choose any stage.
Extra Lives
Start a game in Adventure mode, then press **START** to pause. At the pause screen, press **L1, L1, L2, L1**; you'll hear a signal to confirm. Now you can increase the number of lives you have in reserve at any time by pressing **Right** on the D-pad at the "Paused" screen.

CHAMPIONSHIP BASS

Passwords
Level 8—Q S P % n ◎ j h f n W v
Level 9—Q S P % n ◎ j h f k m s
Level 10—C E d W 1 z x v t S H k

COLIN MCRAE RALLY

Cheat Codes
From the main menu, select "Championship," "Rally," or "Time Trial." Then select your drive train and car and select "Continue." When the "Enter Your Name" screen appears, input any of the codes below as your name. You'll hear a voice say "Cheat code enabled" upon entering a correct code. The Jelly car code does not work in Championship mode.
Race at night—N I G H T R I D E R
Race in fog—P E A S O U P E R
60 fps mode—S I L K Y S M O O T H
Fast acceleration—B U T T O N B A S H
Double engine power—M O R E O O M P H
High-pitched co-driver—H E L I U M N I C K
Turbo boost—K I T C A R
Rear wheel steering—F O R K L I F T
Four wheel steering—T R O L L E Y
Low gravity—M O O N W A L K
Unlock all courses—O P E N R O A D S
Unlock all cars—S H O E B O X E S
Small cars—D I D D Y C A R S
Hovercraft cars—H O V E R C R A F T
Metallic cars—T I N F O I L E D
Jelly car—B L A N C M A N G E
Mirror tracks—W H I T E B U N N Y

COLLEGE SLAM

Secret Teams
At the *College Slam* title screen—while the words "Press Start" are flashing—press **Left, Up, ○, Up, Down, Up, Right, △**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you pass Wake Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frat" that allows you to change the Greek letters on the team insignia.
Vs. Screen Cheats
Choose a "Head-to-Head" game at the main menu and pick your teams. When the "Vs." screen appears and the announcer says, "Today's match-up...", enter one of the following cheats:
Quick Hands—**Left, △, ○, ○, Up**
Max. Power—**△, Down, △, Right**
Power-Up Goaltending—**Down, Down, Down, Up, Up, Up**
Power-Up Fire—**Left, Right, Left, Right, Up, Down, Down**
Power-Up Turbo—**Down, △, Down, Down, Up**
Power-Up Offense—**Right, Up, Down, Down, Up**
Power-Up 3-Pointers—**Up, Up, Up, △, △, △**
Power-Up Dunks—**Down, Up, Down, Up, Down, Up**
Power-Up Push—**Up, △, Up, ○, Up, Up**
Push an opponent and both fall—**Up, Left, Left**
Push an opponent and only his teammate falls—**Down, △, Down, △, Down, △**
High Shots—**Up, Up, Up, Up, Up, Up, Down**
Speed-Up—**Right, Right, Right, Right, Right, Right, Left**
Whirlwind—**Up, Right, Down, Left, Up, Right, Down**

COLONY WARS III: RED SUN

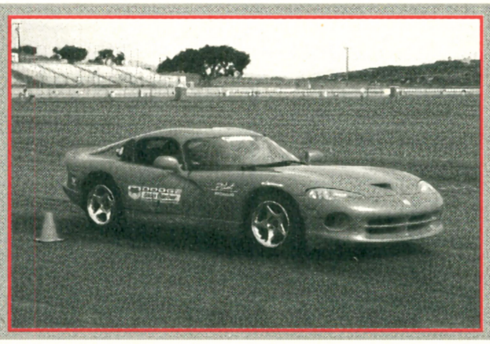
Secret Passwords
From the main menu, select "Logon." At the Logon menu, press **R2, R2, L2, L2, R1, R1, SELECT, SELECT**. After entering the code correctly, a new item called "Cheat" will appear in this menu. Within this screen you can enter any of the following passwords. After entering a correct password you must select "Accept Password." Also, note the uppercase characters and spaces in some of the passwords.
Enable "Complete Mission" and "Fail Mission" items in pause menu—Quickie
Enable "Hub Selection" item in the Logon menu—Move House
Weapons never overheat—ROCKWROK
Invincibility—Awrate
Infinite ammo for secondary weapons—Sly n Devious
Infinite afterburner—Jalferezi
All parts available for purchase—Armoury
All ships available for purchase—Greyam Beard
All parts and ships cost 0 CR—Break and Enter
Own all parts—Big Daddy

COMMAND & CONQUER

Japanese Mode
Enter "GODZILLA" at the password screen and begin the game. The characters will all speak in Japanese.
Power-Up Codes
At any time during the game, press **START** to pause, then enter one of the following codes. When you press **START** again to unpause, you

Dodge Neon, oversteering and understeering practice in a Dakota and finally a little bit of autocross in the superfast Viper. In the afternoon, we received instruction on how to operate the Formula Dodge race cars, and we finally got the opportunity to pull some laps around the course. The whole experience was totally fun and educational at the same time. But if we learned anything about racing video games, it was this: They sure have a long way to go to match the intensity of driving a real race car!
—Ara Shirinian





will have access to the feature you requested as follows:
Ion Cannon—**Right, Down, Left, Left, Down, Right, Right, Down, Left,** ×, □, △
Air Strike—**Right, Down, Left, Left, Down, Right, Right, Down, Left,** ×, □, ○
Extra $5,000—**Right, Down, Down, Left, L1, Left, Right, Down, Left**
Reveal Entire Map—○, ○, ○, **Up**, ○, □, **R1**, ○, ○, ○
Access Covert Operations
Choose "Enter Password" from the main menu and input the password "COVERTOPS". When you return to the main menu, you'll find a new option called "Covert Operations". The Covert Operations missions are different depending on which disc you have in the PlayStation when you enter this code, so remember to try them both.
Passwords
GDI Level 5—A S 6 A 7 A N 1 D
GDI Level 6—O X 3 C S 3 D 4 G
GDI Level 7—Y L X G J X L E 1
GDI Level 8—V 2 6 4 N Y U E 6
GDI Level 9—N X 7 Q G 3 4 8 E
GDI Level 10—O X B B A I R Y 4
GDI Level 11—B 9 J U O 3 8 E S
GDI Level 12—1 4 A K N X O B 0

CONTENDER

Play as Jackal
Note: You must have a memory card with a previously saved character in Slot 1 before attempting this code. From the main menu, select "Exhibition." Then, select either a 1- or 2-player game. From the character select screen, press □ to switch to the character on your memory card. Next, press □ again. Jackal's face will now appear among the other selectable boxers.

COOL BOARDERS 4

Secret Codes
From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen. When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating."
Unlock all Mountains—I C H E A T
Unlock all Special Events—I M S P E C I A L

CRASH BANDICOOT

Password
Enter the following special password to gain access to any stage with all gems and keys collected:
△ △ △ △ × □ △ △
△ △ □ × △ ○ △ △
△ ○ □ △ × × × ×

CRASH BANDICOOT 2: CORTEX STRIKES BACK

10 Extra Lives
See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.
Secret Levels
To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.
To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spikey creatures. While Crash is hanging, use the ○ or **R1** button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.
Bring Back Bosses
If you've already defeated a boss but you want to fight him again just for fun, hold the △ button when using the platform to move between the different floors of the warp room.

CRASH BANDICOOT: WARPED

Secret Stages
In Level 14: Road Crash, watch for a road sign on the left side of the road that displays an alien head symbol instead of a directional arrow. If you smash into this sign, you'll warp to Level 31: Hot Coco.
In Level 11: Dino Might, take the yellow gem platform to the alternate path; you'll eventually enter an area that looks similar to the dinosaur chase scene—where you're running toward the "camera"—except there will be no dinosaur chasing you. You'll encounter a series of pterodactyl creatures who fly up into the air as you pass. If you jump into the clutches of the second pterodactyl, it will carry you to the top-secret Level 32: Eggipus Rex.

CRASH TEAM RACING

Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."
Unlock Penta Penguin—Hold **L1 + R1** and press **Down, Right,** △, **Down, Left,** △, **Up**
Unlock Ripper Roo—Hold **L1 + R1** and press **Right,** ○, ○, **Down, Up, Down, Right**
Unlock Dr. N. Tropy—Hold **L1 + R1** and press **Down, Left, Right, Up, Down, Right, Right**
Unlock Papu Papu—Hold **L1 + R1** and press **Left,** △, **Right, Down, Right,** ○, **Left, Left, Down**
Unlock Komodo Joe—Hold **L1 + R1** and press **Down,** ○, **Left, Left,** △, **Right, Down**
Unlock Pinstripe—Hold **L1 + R1** and press **Left, Right,** △, **Down, Right, Down**
Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold **L1 + R1** and press **Right, Right, Left,** △, **Right, Down, Down**
Super Turbo Pads—Hold **L1 + R1** and press △, **Right, Right,** ○, **Left**
Infinite Bombs—Hold **L1 + R1** and press △, **Right, Down, Right, Up,** △, **Left**
Infinite Wumpa Fruit—Hold **L1 + R1** and press **Down, Right, Right, Down, Down**
Infinite Masks—Hold **L1 + R1** and press **Left,** △, **Right, Left,** ○, **Right, Down, Down**
Invisibility—Hold **L1 + R1** and press **Up, Up, Down, Right, Right, Up**
Unlock Scrapbook—Hold **L1 + R1** and press **Up, Up, Down, Right, Right, Left, Right,** △, **Right**

CYBER TIGER

Passcodes
To reach the Passcode screen, press ○ at the "Courses" screen.
Unlock Cyber Badlands—H A R E S O
Unlock Cyber Canyons—N A M O P I
Unlock Cyber Sawgrass—S E C A R E
Unlock Cyber Summerlin—P O R A S O
Unlock all courses—P O Q A K I

DIE HARD TRILOGY

Die Hard Cheats
Each of the following codes works in the "Die Hard" portion of the game:
Invincibility—Press **START** to pause, then hold the **R2** button and press **Left, Right, Up, Down,** □
Stick-Man Mode—Press **START** to pause, then hold the **R2** button and press △ ten times, then **Right** four times
Silly Mode—Press **START** to pause, then hold the **R2** button and press **Down,** ○, ○, **Down,** △, **Down**
Die Harder Cheats
Each of the following codes works in the "Die Harder" portion of the game:
Invincibility—Press **START** to pause, then hold the **R2** button and press **Down,** △, **Right,** □. Your health will go down, but you won't die when it's gone.
Fergus Mode—Press **START** to pause, then hold the **R2** button and press ○, **Down, Down,** □, ×, □. Now all of the characters in the game will have the face of Fergus McGovern, the head of Probe Entertainment, which is the company that developed the game.
Die Hard With a Vengeance Cheats
Each of the following codes works in the "Die Hard With a Vengeance" portion of the game:
Big Cars—Press **START** to pause, then hold the **R2** button and press **Left,** △, **Right, Down.**
Chase View—Press **START** to pause, then hold the **R2** button and press **Down,** ○, **Down,** ○. This adds a new camera angle to the available options.

DIE HARD TRILOGY 2: VIVA LAS VEGAS

3rd Person Mode Cheats
At any time during gameplay in one of the "third person" levels, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code and the effect will take place immediately. You may enter any code a second time to disable it.
Skeleton mode—○, □, △, △, □, ○
Pop top mode—□, □, ○, ○, **R1, R1**
Big head mode—**R1, R1, L1, L1,** △, △
Electric mode—□, □, **L1, L1, R1, R1**
Invincibility—△, △, ○, ○, **L1, L2**
All weapons—**L1, L1, R1, R1,** ○, ○
Infinite ammo—□, □, ○, ○, **L1, L1**
Disable laser sight—**L1, L1,** △, △, **L1, L1**
Slow rockets—**L1, R1, R1, L1,** △, □
First Person View—○, ○, △, △, □
Gun Mode Cheats
At any time during gameplay in a Gun level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.
Invincibility—△, △, ○, ○, **L1, L2**
All weapons—**L1, L1, R1, R1,** ○, ○
Infinite ammo—□, □, ○, ○, **L1, L1**
Auto reload—□, □, △, △, ○, ○
Slow motion—△, **L1,** △, **L1,** △, **L1**
Slow rockets—**L1, R1, R1, L1,** △, □
Driving Mode Cheats
At any time during gameplay in a Driving level, press **START** to pause the game, then enter any of the codes below. The words "Cheat Enabled" will briefly appear in the top left corner of the screen after entering a correct code, and the effect will take place immediately. You may enter any code a second time to disable it.
Invincibility—△, △, ○, ○, **L1, L2**
Infinite Nitro—**L1, L1, R1, R1,** ○, ○
Infinite time—**L1, R1,** □, □, **R1, L1**
Rain mode—□, □, **L1, L1,** △, ○
Invisible car body—**L1, R1, R1, L1, L1, R1**
Debug Menu
At the main menu, press **L1, L1,** ○, ○, □, □. The Debug Menu will appear on the screen. Use it to select any level or watch any movie in the game.

DRIVER

Cheat Codes
Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.
• Credits (Watch the ending credits)—**L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1**
• Invincibility—**L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1**
• Immunity (Police never chase you)—**L1, L2, R1, R1, R1, R1, L2, L2, R1, R1, L1, L1, R2**
• Rear Wheel (Car has rear wheel drive)—**R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1**
• Minis (Cars appear much smaller)—**R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2**
• Stilts (Extremely long suspension)—**R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1**
• Antipodean (Screen appears upside-down)—**R2, R2, R1, L2, L1, R2, L2, L1, R2, R2, L2, R2, L1**

DUNE 2000

Reveal Entire Map
During gameplay, move the cursor to your team icons and press × at each icon in this order: □, ○, ×, △, △, □. If you enter the code correctly, the words "CHEATER!" will appear on the screen.

FEAR EFFECT

Cheat Codes
From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code.
One-Hit Kills—**L1,** △, **Up, Down,** ○, ○, △, □, **Down, R1**
Expert Mode— **Down, Down, Down,** △, **Down, Down, Down,** □, **Left, Right**
Instant Puzzle Solutions—**L1,** △, **Up, Down,** ○, ○, ○, **Down, Down, Down, Up**
Infinite Health—**L1,** △, **Up, Down,** ○, ○, △, □, **Right,** □
Max. Ammo—**L1,** △, **Up, Down,** ○, ○, △, □, **Left,** △

FELONY 11-79

Access All Cars & Tracks
At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the following code *quickly* on Controller 2: Tap **L2 + R1 + R2,** then tap **R2,** then **L2,** then **R1 + △**; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

FISHERMAN'S BAIT

Total Count List
At the title screen, press **Up, Up, Down, Down, L1, R1, L1, R1,** ×, ○, **START.** Next, select "Options," then press **SELECT.** The Total Count List screen will appear.

FROGGER

Stage Select
During gameplay, press **START** to pause, then press **Right,** □, △, □, △, **R1, L1, R1, L1,** ○. When you return to the "Select Level" screen, all of the stages will be unlocked.
Infinite Lives
During gameplay, press **START** to pause, then press **Right,** □, △, □, △, ×.

G-POLICE: WEAPONS OF JUSTICE

Passwords
Mission 31—P L I N T H
Unlock Everything in Database—U T O P I A

GEKIDO: URBAN FIGHTERS

Cheats
To enter these codes, you must first get a high score (with the default high scores, your score must be over 1,000 points). Enter the following codes as your name at the high score name entry screen after your game is over to get the corresponding effect. All unlocked cheats will appear in the "Options" menu and must be toggled on for them to work.
Unlock Deformed mode—D E F O R M A N I A
Unlock Skeleton mode—B O N E C R A C K

GHOST IN THE SHELL

Stage Select
At the main menu, press **R2, R1,** □, □, **Up, Down,** □, □, **R2, R2;** you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

GRIND SESSION

Unlock All Tricks
At any time during gameplay, press **START** to pause, then press **Down, Left, Up, Right, Down, Left, Up, Right.** If you input the code correctly you'll see the words "All Tricks Enabled" appear on the screen.

GUILTY GEAR

Extra Difficulty Level
At the PlayStation logo screen, hold □ **+ R2 + L1 + Down** while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode.
Secret Characters: Testament and Justice
To access the *Guilty Gear* bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes.
Secret Character: Baiken
To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes.

HOT SHOTS GOLF

All Access Code
First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold **L1 + L2 + R1 + R2** on Controller 2, then as soon as you see the screen flash bright white, quickly press **Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left** on Controller 2. You must continue to hold all four **L** and **R** buttons during this process and you must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.
Mirror Courses
At the Course Select screen, highlight a course, hold **L1 + L2,** press × to lock in your selection and continue to hold **L1 + L2** until

the course loads. When it does, it will be a "mirrored" version of the normal course.
Mirror Characters
At the Character Select menu, highlight a golfer, hold **L1** and press ✕. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

HOT WHEELS TURBO RACING
Secret Codes
Each of the following codes can be entered at the main menu to get the corresponding effect before each race; you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time:
Unlimited Turbos—**R2, L1, □, △, R1, L2, L1, R2**
Small cars—**□, R2, L2, △, △, L2, R2, □**
Large tires—**□, △, □, △, R1, R1, L2, L2**
No graphic textures on cars—**L1, R1, L2, R2, L1, R1, L2, R2**
Alternate sound effects + announcer—**R2, R1, L2, R2, □, △, L1, R1**
Passwords
Highlight "Sign In" at the main menu and press **Left** or **Right** twice to access the Password option. Enter any of the following passwords to unlock different features:
P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

INTELLIGENT QUBE
Practice Stages
Choose "Rules" from the main menu, highlight any of the training scenarios, hold **L1 + R1** and press ✕. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

JACKIE CHAN STUNTMASTER
Unlock All Levels
At the main title screen—while the words "PRESS START button" are flashing—press **L2, □, △, ○, ✕, R2, R2**; you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple.
All Dragons Collected
At the main title screen—while the words "PRESS START button" are flashing—press **L1, R2, L2, R2, □, ✕, ✕**; you'll hear a gong to confirm the code. Now all of the levels—including the secret Shaolin Temple—are unlocked and Jackie appears in his *Drunken Master* costume.
Secret Video
At the main title screen—while the words "PRESS START button" are flashing—press **Left, Right, R1, ○, □, △, △**; the words "Bonus Movie PRESS X" will appear. Press ✕ to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage.

KNOCKOUT KINGS 2000
Secret Boxers
From the main menu, select "Career" and enter any of the names below as your boxer's name. Note the spaces in some of the boxer names.
GARGOYLE
SHMACKO
ROSWELL
O
Q TIP
TIM DUNCAN
MARLON WAYANS
MARC ECKO
JERMAINE DUPRI
ED MAHONE

LEGACY OF KAIN: SOUL REAVER
At any time during the game, press **START** to pause, then enter any of the following codes for different effects. You'll hear a special sound effect to confirm each code; codes will take effect as soon as you unpause the game.
Restore Health—Hold **L1**, press **Down, ○, Up, Left, Up, Left**
Lose Health—Hold **L1**, press **Left, ○, Up, Up, Down**
Max Health—Hold **L1**, press **Right, ○, Down, Up, Down, Up**
Restore Magic—Hold **L1**, press **Right, Right, Left, △, Right, Down**
Max Magic—Hold **L1**, press **△, Right, Down, Right, Up, △, Left**
All Abilities—Hold **L1**, press **Up, Up, Down, Right, Right, Left, ○, Right, Left, Down**
Fire Reaver—Hold **L1**, press **△, Right, Down, ○, Up**
Aerial Reaver—Hold **L1**, press ✕, **Right, Up, Up, △, Left, Left, Right, Up**
Kain Reaver—Hold **L1**, press ✕, ○, **Right, △, Left, Left, Right, Up**
Force Glyph—Hold **L1**, press **Down, Left, △, Down, Up**
Stone Glyph—Hold **L1**, press **Down, ○, Up, Left, Down, Right, Right**
Sound Glyph—Hold **L1**, press **Right, Right, Down, ○, Up, Up, Down**
Water Glyph—Hold **L1**, press **Down, ○, Up, Down, Right**
Fire Glyph—Hold **L1**, press **Up, Up, Right, Up, △, L2, Right**
Sunlight Glyph—Hold **L1**, press **Left, ○, Left, Right, Right, Up, Up, Left**

MADDEN NFL '99
Secret Teams and Stadiums
From the main menu, select "Code Entry" and enter any of the following codes:
BESTNFC—NFC All Stars team
AFCBEST—AFC All Stars team
BOOM—Madden '98 team
IMTHEMAN—Stats leaders team
PEACELOVE—All '60s team
BELLBOTTOMS—All '70s team
HEREANDNOW—All '90s team
TURKEYLEG—Madden All-Time Greats team
THROWBACK—75th anniversary team
GEARGUYS—NFL equipment team
WELCOMEBACK—'99 Cleveland Browns
INTHEGAME—EA Sports team
EA STADIUM—EA Stadium
DOGPOUND99—Old stadium in Cleveland
THEHOGS—RFK stadium
NOTAFISH—Old stadiumin Miami
SOMBRERO—Old stadium in Tampa Bay
FOR RENT—Old stadium in Houston
OURHOUSE—Tiburon Sports Complex
STICKEM—Old stadium in Oakland

MADDEN NFL 2000
Secret Codes
Enter these codes at the "Secret Codes" screen under "System Options." You will receive confirmation each time a correct code is entered.
P A I N F U L—More injuries
R O L L E R G I R L—Fumblerooski
P I C K E D O F F—Prime time
E X P R E S S B A L L—No interceptions
S P R O N G—Super jump
S M A C K D O W N—Super stiff arm
F I R S T I S 2 0—20 yards to first down
R E F I S B L I N D—Blind referee
M I N I M E—David Vs. Goliath
Q B I N T H E C L U B—The QB is in the club
V E R T I G O—Ball camera
W I L D W E S T—Dodge City: Old West Stadium
X M A S G I F T—Xmas Rush Stadium
C O T T O N C A N D Y—Tiburon Bros. Stadium
W E P U T I T T H E R E—Tiburon Stadium
I T S I N T H E G A M E—EA Sports Stadium
M O J O B A B Y—All '60s team
L O V E B E A D S—All '70s team
C O W B O Y S—Fantasy Team: Marshals
I N T H E F U T U R E—Fantasy Team: Industrials
1 5 M O R E M I N—Great Game 1: '81 Dolphins
B U I L D M O N K E Y S—Great Game 1: '81 Chargers
G A M M A L I G H T—Great Game 2: '76 Raiders
H A C K C H E E S E—Great Game 2: '76 Patriots
T U N D R A—Great Game 3: '97 Packers
E A R T H P E O P L E—Great Game 3: '97 Broncos
C H I C K I N—Great Game 4: '85 Dolphins
D O O R K N O B—Great Game 4: '85 Bears
P R O F S M O O T H—Great Game 5: '90 Giants
S P O O N—Great Game 5: '90 Bills
K A M E H A M E H A—Great Game 6: '86 Browns
B L U E S C R E E N—Great Game 6: '86 Broncos
C A L L M E S A L L Y—Great Game 7: '88 Niners
P T O M I N F O G E T—Great Game 7: '88 Bengals
D O N T G O F O R 2—Great Game 8: '72 Steelers
G E T M E A D O C T O R—Great Game 8: '72 Raiders
S T E A M P U N K—Great Game 9: '95 Steelers
P R E D A T O R S—Great Game 9: '95 Colts

MARVEL SUPER HEROES
Alternate Colors
To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen:
• For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold **Up** on the D-pad for three seconds and press an action button before releasing **Up**.
• For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing **Down**.
Boss Codes
To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":
• Dr. Doom—Press **Down, Down**, then press and continue to hold ✕, then ○, then **R1** (you should still be holding ✕ and ○ when you press **R1**)
• Thanos—Press **Up, Up**, then press and continue to hold **L1**, then △, then □ (you should still be holding **L1** and △ when you press □)
To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:
• Dr. Doom—Press **Down, Down** and continue to hold **Down** on the second press; wait three seconds, then press and continue to hold ✕, then ○, then **R1** (you should still be holding **Down** + ✕ + ○ when you press **R1**)
• Thanos—Press **Up, Up** and continue to hold **Up** on the second press; wait three seconds, then press and continue to hold **L1**, then △, then □ (you should still be holding **Up + L1 +** △ when you press □)
Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER
Secret Characters
At the character-select screen, follow the instructions below to select alternate versions of certain characters:
• Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button
• U.S. Agent—Highlight M. Bison, hold **SELECT** and press any action button
• Shadow—Highlight Dhalsim, hold **SELECT** and press any action button
• Mephisto—Highlight Omega Red, hold **SELECT** and press any action button
• Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button
• Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button
• Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner
EX Option Menu
From the main menu, select "Option." Next, press **R1, ○, Left, △, △** very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MARVEL VS. CAPCOM
EX Options
At the main menu, move the cursor to "Option," then hold down **SELECT** and press **START**. The hidden EX Option menu will appear.

MEDAL OF HONOR
Secret Codes
Enter these codes at the "Password" screen under the "Options" menu. The lights on the machine will flash green after inputting a correct code.
Secret Screen 1—C O O L C H I C K
Secret Screen 2—A J R U L E S
Secret Staff Photo Gallery—D W I G A L L E R Y
Secret Team Gallery—D W I M O H T E A M
Captain Dye Mode—C A P T A I N D Y E
Nifty Multiplayer Power-ups—D E N N I S M O D E
American Movie Mode—S P R E C H E N
Temperamental Tocsin—B R A D A L A R M
Wireframe Mode—T R A C E R O N
4x Firing Rate—I C O S I D O D E C
Reflecting Shots—G O B L U E
Unlimited Ammo—B A D C O P S H O W
Audie Murphy Mode—M O S T M E D A L S
Unlock Mission 1 in the Gallery—I N V A S I O N
Unlock Mission 2 in the Gallery—B I G G R E T A
Unlock Mission 3 in the Gallery—D A S B O O T
Unlock Mission 4 in the Gallery—S T U K A
Unlock Mission 5 in the Gallery—K O M E T
Unlock Missions 6 and 7 in the Gallery—T W O S I X T W O
Unlock Victory! in the Gallery—V I C T O R Y D A Y
Unlock Mission 2—Z E R S T O R E N
Unlock Mission 3—B O O T S I N K T
Unlock Mission 4—S E N F G A S
Unlock Mission 5—S C H W E R E S
Unlock Mission 6—S I C H E R U N G
Unlock Mission 7—G E S A M T H E I T
Unlock Rosie in Multiplayer—W E C A N D O I T
Unlock Kurt in Multiplayer—E V I L K U R T
Unlock Jens in Multiplayer—I N T H E N A V Y
Unlock Johan in Multiplayer—T I R E D J O H A N
Unlock Jürgen in Multiplayer—D A S B O O T Y
Unlock Manfred in Multiplayer—M A N L Y M A N
Unlock Karl in Multiplayer—S C A R Y K A R L
Unlock Felix in Multiplayer—H O O D D O W N
Unlock Von Braun in Multiplayer—R O C K E T M A N
Unlock Ernst in Multiplayer—A R T C R I T I C
Unlock Egon in Multiplayer—C O O L S H A D E S
Unlock Wolfgang in Multiplayer—H O O D U P
Unlock Müller in Multiplayer—B I G F A T M A N
Unlock Winston in Multiplayer—F I N E S T H O U R
Unlock Otto in Multiplayer—H E R R Z O M B I E
Unlock Noah in Multiplayer—B E A C H B A L L
Unlock Bismarck in Multiplayer—W O O F W O O F
Unlock Rizal in Multiplayer—I K E A N D K E N
Unlock Panzerknacker in Multiplayer—N U T C R A C K E R
Unlock Steven in Multiplayer—S S P I E L B E R G
Unlock Will in Multiplayer—P A Y B A C K
Unlock Game Werks Theater in Multiplayer—M A C O O C O O
Unlock Site Seeing Theater in Multiplayer—S P Y S C H O O L

MEDIEVIL II
Cheat Mode
At any time during gameplay, press **START** to pause, then hold **L2** and press **△, ○, △, ○, ○, △, Left, ○, Up, Down, Right, ○, Left, Left, △, Right, ○, Left, Left**. If you entered the code correctly, a new item called "Cheats" will appear in the pause menu.

MORTAL KOMBAT 3
Play as Smoke
During the opening demo—anytime after the copyright screen appears—rotate the D-pad 360° clockwise until the "Ultimate Kombat Kode" prompt appears. Enter the code Dragon-MK-Dragon-Goro-Skull-Goro by pressing **R1** once, **△** six times, ✕ six times and ○ nine times. You'll hear Shao Kahn say, "Outstanding!" and a message will appear to confirm the code. Now the hidden robo-ninja Smoke is a selectable character in the one- or two-player modes.
Secret Cheat Mode
During the opening demo, quickly press **✕, ○, △, R1, R1, R2, R2, R1, R1**. You'll hear Shao Kahn say, "You will never win." Now press **START**; when the stone block appears with the word "KOMBAT" in red, press **Up** to access a secret cheat menu.
Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bot-

tom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press ×, **L1**, **L2**. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

MORTAL KOMBAT 4

Secret Cheat Menu

Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:

• Player 1: Press Low Punch three times and Low Kick twice

• Player 2: Press Low Punch twice, Block once and Low Kick three times

After the match starts, press **START** to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.

2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.

To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.

3) Continue to hold Block + Run until the fight starts.

MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.

Combos

3 Hits—High Punch, High Punch, Low Punch

5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick

6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

• Enter "G T T B H R" for infinite lives

• Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory

• Enter "C R V D T S" to see the credits from the end of the game

• Enter "R C K M N D" to see a demo of the rock boss exploding

Stage Passwords

Wind Stage—T H W M S B

Earth Stage—C N S Z D G

Prison Stage—R G T K C S

Water Stage—Z V R K D M

Fire Stage—J Y P P H D

Bridge of Immortality—Q F T L W N

Qhan Chi's Fortress—Z C H R R Y (With this code in place, you can warp directly to the battle with Quan Chi if you hold the **L1** button when you die. If you are holding the **L2** button when you die, you will warp to the battle with Shinnok.)

MOTOR TOON GRAND PRIX

Secret Saves

(Note: This code requires a memory card.) Choose "Replay Theater" from the main menu, highlight "Replay Video," hold the **R1** button and press × or ○. Instead of loading videos from the memory card, you'll see 20 "Team SCEI" videos of amazing races by the game's creators. Watch these videos to learn how to become a better racer; press × or ○ during each video to switch to the standard camera angle.

Secret Ghosts

(Note: This code requires a memory card.) At the Time Attack menu, highlight "Load Ghost from Video..." hold the **R1** button and press × or ○. Instead of loading a saved ghost from your memory card, you can choose to race with a ghost from one of the "Team SCEI" videos made by the game's creators.

Extra Options

At the main menu, highlight "Options", hold **L1** + **L2** + **R1** + **R2** and press ×. Now the option menu has many additional settings that will allow you to fine-tune the game's configuration to your liking.

NASCAR '99

Secret Drivers

Choose Single Race from the main menu, then do the following:

• To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press **Left**, **Up**, **Right**, □, ×, ○, **L1**, **L2**, **R2**, **R1**. There will be a brief pause and the sound of an engine will follow if entered correctly.

• To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press **Up**, ×, **Down**, **R1**, **Left**, ○, **Right**, □, **L2**, **R2**. There will be a brief pause and the sound of an engine will follow if entered correctly.

• To race as Alan Kulwicki, select the Bristol (Day) track, highlight "Select Car" and quickly press **R1**, **R1**, **R2**, **R2**, □, □, ○, ○, ×, ×. There will be a brief pause and the sound of an engine will follow if entered correctly.

• To race as Cale Yarborough, select the Darlington track, highlight "Select Car" and quickly press **Up**, **Up**, **Up**, □, □, □, **Left**, ○, ○, **Left**. There will be a brief pause and the sound of an engine will follow if entered correctly.

• To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press **Up**, **R1**, **Right**, ○, **Down**, ×, **Left**, □, **L1**, **R1**. There will be a brief pause and the sound of an engine will follow if entered correctly.

• To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press **R2**, **R2**, **L1**, **L1**, **L2**, **L2**, **R1**, **R1**, **R2**, **L1**. There will be a brief pause and the sound of an engine will follow if entered correctly.

NASCAR 2000

Unlock Montana Track

At the Race Setup screen, move the cursor to "Select Track" and quickly press **L1**, **L1**, **R1**, **R1**, □, **L2**, **L2**, **R2**, **R2**, ○ within four seconds. The currently selected track will automatically change on the screen.

Unlock Hidden Drivers

At the Race Setup screen, move the cursor to "Select Driver" and input any of the following codes within four seconds. The currently selected driver will automatically change on the screen.

Alan Kulwicki—**L1**, **R1**, **L2**, **R2**, □, **R1**, **L1**, **R2**, **L2**, ○

Benny Parsons—**L1**, **R2**, **R1**, **L2**, □, **R2**, **L1**, **R1**, **L2**, ○

Bobby Allison—**L1**, **R1**, **L1**, **R1**, □, **L2**, **R2**, **L2**, **R2**, ○

Davey Allison—**R1**, **L1**, **R1**, **L1**, □, **R2**, **L2**, **R2**, **L2**, ○

Cale Yarborough—**L1**, **L2**, **R1**, **R2**, □, **R1**, **R2**, **L1**, **L2**, ○

David Pearson—**L1**, **R1**, **R2**, **L2**, □, **R1**, **L1**, **L2**, **R2**, ○

NASCAR RUMBLE

All Tracks & More Cars

From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C 9 P 5 A U 8 N A A" to unlock lots of cars and every track.

NBA LIVE 98

Cheat Mode

At the "User Setup" screen, move the controller icon under the team you wish to play as and press **Up** or **Down** until you see the words "Start New." Press ×, then enter the word "Secrets" (only the first "S" should be capitalized). A new option called "Secrets" will appear; press ○ to access it. Now you can enter any of the following cheat passwords; each code opens up a new option at the Secrets menu which can then be turned on or off. (The "Hallowe'en Team" option has several different settings; check 'em out!) These new options can also be saved to the memory card.

Aqua court—Enter "Seaweed"

Chameleon Team (Home)—Enter "Lizard"

Chameleon Team (Away)—Enter "Reptile"

Hallowe'en Team (Home)—Enter "Scary"

Hallowe'en Team (Away)—Enter "Freaky"

Player Cloaking Home (selected player is invisible)—Enter "Cloak home"

Player Cloaking Away (selected player is invisible)—Enter "Cloak away"

Create Player (with) Eyepatch—Enter "Eyepatch"

Create Player (with) Monocle—Enter "Monocle"

Create Player (with) EA Toque—Enter "Toque"

NBA LIVE 99

Secret Teams

Go to the "Rosters" menu and choose "Custom Teams." Select one of the four teams (A through D), enter "EA" as the name of the city, then enter "Europals" as the name of the team. Next, change the name of the city to "Hitmen" and enter one of the following team names to unlock that team:

Coders

Earplugs

Idlers

Pixels

The game will then ask you if you want to activate the Hitmen Production Team. Choose "Activate Hitmen" and the secret team you requested will be activated. Note that you must repeat the entire process for each hidden team, and that the city and team names are case sensitive (i.e. only the first letter should be large).

NBA LIVE 2000

Unlock Legends Players

From the "Game Setup" screen, press ○ to open the menu. Move the cursor to "Players," then press **Right** and then × to enter the Create Player screen. Enter any of the names below as the new player's name. Each line lists the name of the real player followed by the first and last name that you must enter to unlock that player, separated by a comma. For example, to unlock Charles Barkley, you must enter your newly created player's first name as MOUND OF and his last name as REBOUND. Note the space between the two words in the first name. Immediately after entering a name correctly, you'll get a message telling you that you've unlocked that player. In order to use unlocked players, you must go to the "Unlock Legends" screen and change their status to "Active."

Bob Pettit—CRASH,BOARDS

Dolph Schayes—SET,SHOT

Paul Arizin—PITCHIN',PHILLI

Bill Sharman—CHARITY,STRIPE

Bob Cousy—B-BALLS,COOZ

Walt Frazier—COOL,CLYDE

Harry Gallatin—IRON,HORSE

Willis Reed—SOFT,TOUCH

Earl Monroe—MAGIC,PEARL

Richard Guerin—PLAY,MAKER

George Yardley—YARD,BIRD

Jerry Lucas—LUCAS,LAYUP

Billy Cunningham—LEAPING,KANGAROO

Cliff Hagen—HOOK,SHOT

Rick Barry—FOUL,SHOT

Shawn Kemp—POWER,DUNKER

Julius Erving—DOCTOR'S,IN

Dominique Wilkins—HIGH,LIGHT

Moses Malone—FREE,THROWS

Grant Hill—CLASS,ACT

Karl Malone—MAILMAN,DELIVERS

Charles Barkley—MOUND OF,REBOUND

John Stockton—JAZZ,MAN

Reggie Miller—OUTSIDE,THREAT

Lenny Wilkins—PLAYER,COACH

Oscar Robertson—BUCKS,BIG O

Dave Bing—THE,DUKE

Isiah Thomas—BAD BOY,ZEKE

Nate Archibald—BIG,TINY

Pete Maravich—PASSING,PATROL

Larry Bird—CELTICS,PRIDE

Robert Parish—CELTIC,CHIEF

Dave Cowens—RED,HEAD

Tommy Heinsohn—FLAT,SHOT

Sam Jones—BANK,SHOT

Larry Costello—CROSS,OVER

Hal Greer—JUMP,SHOT

Mitch Richmond—LIVE,COVERMAN

George Gervin—CHILLED,ICEMAN

Gary Payton—HUMAN,GLOVE

Bill Russell—ALL,DEFENSIVE

Bob Lanier—BIG,FOOT

Bill Walton—SHOT,BLOCKER

David Robinson—SUPRS,ANIMAL

Patrick Ewing—PLAYER,PRESIDENT

Jerry West—THE MR.,CLUTCH

Earvin Johnson—MAGICAL,GUARD

James Worthy—BIG,GAME

Shaquille O'Neal—LITTLE,WARRIOR

Elgin Baylor—OFFENSIVE,FORCE

Wilt Chamberlain—BIG,GOLIATH

John Havlicek—JOHN,HONDO

Kevin McHale—SIXTH,MAN

Scottie Pippen—COMPLETE,GAME

Andrew Phillip—WHIZ,KID

Michael Jordan—COME FLY,WITH ME

Carlo Braun—HARD,WOOD

Walt Bellamy—NO,COMMENT

Wes Unseld—GLASS,CLEANER

Hakeem Olajuwon—THE DREAM,MACHINE

NCAA FOOTBALL 2000

Secret Teams

From the main menu, enter the "Game Options" screen, then access the "Secret Codes" screen. Input any of the following codes to unlock the corresponding secret team. You'll hear a voice say "it's in the game" each time you enter a correct code.

B U C K Y—'62 Wisconsin

F A T I G U E S—'86 Miami

M O N S T E R D—'87 Miami

S H U T O U T—'91 Miami

T O O T A L E N T E D—'92 Miami

R U N O U T S I D E—'94 Miami

G A M E O F C E N T U R Y—'71 Nebraska

G O F O R 2—'83 Nebraska

S T E A M R O L L E R—'94 Nebraska

C O R N F E D—'97 Nebraska

G R E E N G A N G—'94 Oregon

L I N E B A C K E R I N T—'86 Penn State

A L M O S T N O . 1—'94 Penn State

P L A Y T H E P A S S—'73 Alabama

G O A L L I N E S T A N D—'78 Alabama

B L O C K T H A T K I C K—'85 Alabama

R E A L M E N P L A Y Z O N E—'92 Alabama

M I S S E D C H A N C E S—'89 Colorado

P U T I N L A R R Y—'96 Florida

T O M A H A W K—'93 Florida St.

G E T T H E Q B—'96 Florida St.

S I C E M D A W G S—'82 Georgia

N I C E P O S E—'91 Michigan

G O L D P A I N T—'46 Notre Dame

S T R E A K O V E R—'57 Notre Dame

T A K E T H E T I E—'66 Notre Dame

L E P R E C H A U N—'88 Notre Dame

L I F T O F F—'89 Notre Dame

S C H O O N E R—'71 Oklahoma

S L O W S T A R T—'87 Oklahoma

H U R T Q B—'88 W. Virginia

R E V E N G E—'65 UCLA

P R E S S B O X—'67 UCLA

L B B R U I N S—'88 UCLA

F I G H T F O R T R O Y—'62 USC

W H I T E H O R S E—'67 USC

N I C E R U N—'68 USC

R A L L Y—'74 USC

M V P R U N—'79 USC

W I L D D O G S—'91 Washington

D E J A V U—'75 ASU

W O O P I G S O O E Y—'69 Arkansas

S M A R T B A C K—'85 Auburn

T H E P L A Y—'82 Cal

T E X A S F I G H T—'69 Texas

I N S I D E N O U T S I D E—'46 Army

M I R A C L E—'84 BC

T O U C H T H E R O C K—'81 Clemson

H E D G E S—'76 Georgia

S P L I T V O T E—'97 Michigan

B R U T U S—'70 Ohio State

S M O K E Y—'97 Tennessee

T U R N O V E R—'97 Wash St.

L A S E R B E A M S—Tiburon

I N T H E G A M E—EA Sports

Cheat Codes

From the same "Secret Codes" screen, enter these codes to activate the corresponding cheats:

C O N T R O V E R S Y—See entire poll

B I G S C R E E N—Watch intro movie

S T A D S G A L O R E—All stadiums available

M I N D R E A D E R—See the CPU's plays

T I M E F L I E S—Day passes more quickly during game

S C R A M B L E—Gameplay moves faster

B L U E C H I P—Create a player with maximum attributes in the "Create A Player" mode

S T A F F U P—Earn maximum recruiting

cade" mode at the "Standard" difficulty setting or higher. Once you've done this, you'll see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

STAR WARS: REBEL ASSAULT II

Stage Passwords

Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence:

Easy Difficulty Level—X ○ X ○ X △
Medium Difficulty Level—X X △ ○ X △
Hard Difficulty Level—△ □ □ □ X △

STREET FIGHTER ALPHA 3

Dhalsim's Wife

Choose Dhalsim as your character. During the loading screen, just before the first round, hold □ + **R2**. Dhalsim's wife will appear and cheer you on through the whole match on any stage. The same button combination applies even if the button configuration is remapped.

Unlock Guile

Select any character in World Tour mode. When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss. If you defeat him, Guile will be selectable in any mode. Guile will also be unlocked automatically after 96 hours of gameplay.

Unlock Evil Ryu

After you defeat Guile, another level will open. Defeat all of the characters in this new level and the final boss will be Evil Ryu. If you defeat him, Evil Ryu will be selectable in any mode.

Unlock Shin Akuma

After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing **L2**.

Unlock Arcade Balrog

Clear the USA course in World Tour Mode, or play the game for eight hours. Once you've achieved either goal, you will be able to choose Arcade Balrog by highlighting Balrog at the character select screen and pressing **L2**.

Unlock Team Battle Mode

Clear the China course in World Tour Mode, or play the game for 16 hours.

Unlock Survival Mode

Clear the Point 48106 course in World Tour Mode, or play the game for 24 hours.

Unlock Dramatic Battle and Final Battle

Clear Arcade mode on the hardest difficulty level.

STREET FIGHTER EX2 PLUS

Unlock All Hidden Characters

At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT**. A message will immediately appear after entering it correctly.

Unlock All Bonus Games

At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT**. A message will immediately appear after entering it correctly.

Unlock Maniac Mode

At the "Mode Select" screen, move the cursor to "Practice" then press **SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, SELECT**. Maniac Mode will appear under Practice Mode/Trial Mode. A message will immediately appear after entering it correctly.

Unlock Sample Data

At the "Mode Select" screen, move the cursor to "Practice," then press **SELECT, Down, SELECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT**. The "Sample" option will appear in the pause screen only in Maniac Mode. A message will immediately appear after entering it correctly.

STREET FIGHTER: THE MOVIE

Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up, R1, Down, L2, Right, L1, Left, R2** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

STREET SK8ER

Secret Codes

Enter the following codes at the main menu. You'll hear a voice say "Yeah!" each time you enter a code correctly.

Right, ○, □, **Left**, □, ○, **R1, L1**—Unlock courses
Right, Right, R1, R2, Left, Left. L1, L2—Unlock all boards
Left, Left, □, **Right, Right**, ○, **R1, R1**—Unlock Sarah
Left, Right, ○, □, **R2, L1, L2, R1**—Unlock Mick
Right, ○, **Left, Left**, ○, ○, □, □—Unlock Bonobo

STREET SK8ER 2

Secret Codes

Enter the following codes at the title screen. You'll hear a special sound effect after entering a correct code.

Unlock all skaters—**Left, Left**, ○, ○, **L2**, □, **Right, R2**
Unlock all boards—○, ○, □, ○, □, □, ○, **R1**
Unlock all courses—**Left, Right, Left, Right**, ○, ○, **R1**, □
Max Trick Level and Skill Points—**L1**, □, **Left, Left, R2, Left, R1, Left**
Unlock "Movie" item in main menu—**R2, R2, L1, L2, L1, R1, R1, R1**

Alternate Clothes

Hold **L1, L2, R1** as you select a character at the "Skater Select" screen.

SUPERCROSS 2000

Secret Codes

At the Select Event screen, Press **R1**. A prompt will appear that will allow you to enter any of the codes below. You'll get confirmation from the announcer after entering a correct code. If the code is incorrect, the announcer will say something negative, like "That just can't be fun."

N 0 C R 4 S H—The bikes never crash
B 1 G B 1 K 3 S—The bikes are big
G 1 4 N T S—Giants on mini-bikes
M 3 R C V R Y—Mercury gravity
V 3 N V S—Venus gravity
M 0 0 N—Moon gravity
M 4 R S—Mars gravity
J V P 1 T E R—Jupiter gravity
S 4 T V R N—Saturn gravity
V R 4 N V S—Uranus gravity
N 3 P T V N 3—Neptune gravity
P L V T 0—Pluto gravity
H 0 P—Add hop button
M 0 R 3 C 4 M S—Extra camera modes
N 0 R 1 D 3 R S—No riders on bikes
H 3 4 D L 3 S S—Headless riders
B L 0 C K M 3—Opponent riders get in your way
N 0 0 F F T R 4 C K—No more off track
S K 1 P P 1 N G 0 K—No more getting reset
B 1 G S P R 4 Y—Bigger dirt spray

SUPERCROSS CIRCUIT

Secret Codes

From the main menu, select "Arcade," then select "Bonus Items." Next, press □ to enter any of the codes below:

Big helmets—BIG_HELMETS
Headless riders—SLEEPYHOLLOW
Invisible bikes—FLOATING

SYPHON FILTER 2

Hard Difficulty

At the title screen, hold **Up** + **SELECT** + **L1** + **R2** + □ + ○ and press ✕ twice. If you entered the code correctly, a message will appear when you take control of your character saying that you're playing on Hard difficulty.

End Level

During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Map." Next, hold **Right** + **L2** + **R2** + ○ + □ and press ✕. You'll hear a special sound effect if you entered it correctly. The "End Level" item will appear within the "Cheats" menu under the "Options" menu.

Super Agent

During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Weaponry." Next, hold **L2** + **SELECT** + ○ + □ and press ✕. You'll hear a special sound effect if you entered it correctly. The "Super Agent" item will appear within the "Cheats" menu under the "Options" menu.

Watch All Movies

During gameplay, press **START** to enter the sub-screen. Then, move the cursor to "Briefing." Next, hold **Right** + **L1** + **R2** + ○ and press ✕. You'll hear a special sound effect if you entered it correctly. The "Disc 1 Movies" and "Disc 2 Movies" items will appear within the "Cheats" menu under the "Options" menu.

TEKKEN

Galaga Secrets

To continue playing the *Galaga* loading game as many times as you wish, just press the **SELECT** button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the **L** and **R** buttons on top of the controller. Holding the △ button gives you rapid-fire.

Double Ships

There are two ways to get twin ships in the mini-*Galaga* game.

Method 1: If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first load the game, wait for the PlayStation logo to appear, then hold **Up, L1**, △ and ✕ on Controller 2 until the *Galaga* game starts. Now you can use the twin ships on the first wave.

Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the *Galaga* game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the **START** button to choose his evil alter-ego.

Play as the Boss

You've probably noticed the extra characters that you can earn in *Tekken* by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn an additional eight hidden characters to use in Arcade or two-player mode. To earn the big boss, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you visit the option menu and set the round time to 20 seconds; it also helps to choose one-round battles.

Hidden Character Demos

With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode:

Kazuya: Hold ↑ on the D-pad
Paul: Hold ↗ on the D-pad
Law: Hold → on the D-pad
Jack: Hold ↘ on the D-pad
Nina: Hold ↓ on the D-pad
King: Hold ↙ on the D-pad
Yoshimitsu: Hold ← on the D-pad
Michelle: Hold ↖ on the D-pad
Heihachi: Hold **L1+L2+R1+R2**
Lee: Hold **L1+L2+R1+R2+**↑ on the D-pad
Kuma: Hold **L1+L2+R1+R2+**↗ on the D-pad
Wang: Hold **L1+L2+R1+R2+**→ on the D-pad
P. Jack: Hold **L1+L2+R1+R2+**↘ on the D-pad
Anna: Hold **L1+L2+R1+R2+**↓ on the D-pad
Armor King: Hold **L1+L2+R1+R2+**↙ on the D-pad
Ganryu: Hold **L1+L2+R1+R2+**← on the D-pad
Kunimitsu: Hold **L1+L2+R1+R2+**↖ on the D-pad

This also works on Controller 2. For example, if both players hold all four **L** and **R** buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

TEKKEN 2

Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too will become a playable character. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either **Kick** button; to choose Angel, highlight Devil and press either **Kick** button. Note: You must have earned all of these characters to perform any of the following tricks:

• Kazuya's Purple Suit

Highlight Kazuya and press **START** to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.

• Super-Deformed Characters

Hold the **SELECT** button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

• *Punch-Out!!* Mode

Hold the **L1** and **L2** buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame, just like Nintendo's classic *Punch-Out!!* arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.

• Super Juggle Mode

Hold **SELECT** and **Up** on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interesting.

TEN PIN ALLEY

Taunt Your Opponent

When your opponent is bowling, wait until the bowling meters appear, then hold **L1 + L2 + R1 + R2** on your controller and press △, □, ○ or ✕; each button corresponds to a different taunt.

TENCHU: STEALTH ASSASSINS

Restore Health

Press **START** during the game to pause, then press **Left, Left, Down, Down**, □, □, △, □ to refill your energy.

Increase Item Capacity to 99

At the item select screen, hold **L1** and press **Left, Left, Down, Down**, □, □, △, □.

Unlock All Secret Ninja Tools

At the item select screen, hold **R1** and press **Left, Left, Down, Down**, □, □, △, ○.

Increase Item Inventory

At the item select screen, hold **L2** and press **Left, Left, Down, Down**, □, □, △, ✕.

Ayame's Sexy Armor

At the item select screen, press **Left, Left, Down, Down**, □, □, △, ○.

Enable Japanese Voice-Over

At the "Select Stage" screen, hold **L1** and press **Left, Left, Down, Down**, □, □, △, ○.

Enable Enemy Layout Selection Screen

At the "Select Stage" screen, Hold **R1** and press **Left, Left, Down, Down**, □, □, △, ✕.

Debug Mode

At any time during the game, press **START** to pause, then hold **L1 + R2** and press **Up**, △, **Down**, ✕, **Left**, □, **Right**, ○. Next, release **L1 + R2** and press **L1, R1, L2, R2**, then press **START** to unpause. Now you can call up a programmers debug menu at any time during the game by pressing **L2 + R2**. The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more.

TEST DRIVE 4

Secret Codes

To enter the following codes, you must first play the game until you earn a spot on the "Hi-scores" screen. (Be sure the "Checkpoints" setting is turned "on" at the "Game Options") menu. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:

• Enter your name as "knacked" to access reverse tracks

• Enter your name as "whoooosh" to get a Nitro boost from honking your horn (**R2** in

the default control configuration)
• Enter your name as "mjcim.rc" for tiny cars
• Enter "sausage" to gain access to several bonus cars

TEST DRIVE 5

Secret Codes

Each of the following passwords can be entered as your name at the High Score screen in order to unlock different features:
N O L I F E—Enable three bonus cars in Single Race mode
V R S I X—Enable Cop Chase mode
R O N E—Unlock all hidden cars
M T H R E E—Unlock all 30 tracks
A U X Y R A Y—Access a secret Fear Factory music video for the song "Replica"

TEST DRIVE 6

Secret Codes

Enter these codes at the "Enter Your Name" screen under "Race Menu." You'll recieve no special confirmation from the game after entering each code, but each code you enter will be in effect even if you enter you name, then back out all the way to the main menu.
Unlock all tracks—E R E R T H
Unlock all cars—D F G Y
Freeze time limit—F F O E M I T
6,000,000 credits—A K J G Q
Unlock all Challenges—P O I O P
Unlock "Stop The Bomber"—R F G T R

TEST DRIVE LE MANS

Secret Codes

Change your name to any of the names below to get the corresponding effects:
Race as the Audi R 8R—M A Y O U
Race as the BMW V12 LMR—P O H L I N
Race as the Toyota GT-1—P I N O U
Race as the Spacecraft on a course in space—N A I M A R
Race as the Spacecraft—M M 1
Race as the Jet—M M 2
Race as the Mad car—M M 3
Race as the Taxi—M M 4
Race as the Bus—M M 5
Race as the Ice car—M M 6
Race as the Submarine—M M 7
Race as the Hot Dog—H O T D O G
Race as the Cheese—F R O M A G E
Race as the PorkPie—P I E
Race as the Pizza—P I Z Z A
Race as Team Baptiste—B U G G Y 2
Race as Team Ivanov—B U G G Y 3
Race as Team Lumiere—B U G G Y 4
Race as Team Morgen—B U G G Y 5
Race as Team Roberts—B U G G Y 6
Race as Team Rossi—B U G G Y 7
Race as Team Xu—B U G G Y 8
Alternate "Try Again" screen—J A C K P O T

TEST DRIVE OFF-ROAD 2

Unlock All Cars and Tracks

At the main menu, hold **SELECT** and press **L1, Left, L2, Right, L2, Left, L1, L1**.

Secret Cars

At the transmission selection screen in "Single Race" or "World Tour" mode, enter any of the following codes to play as secret vehicles:
School Bus—Hold **SELECT**, press **L1, Up, L2, Down, Down, L2, L2, R2**
Ice Cream Truck—Hold **SELECT**, press **R2, L2, L2, Down, Down, L2, L2, R1**
Black Widow Truck—Hold **SELECT**, press **R1, L2, L2, Down, Down, Up, L2, L1**

TEST DRIVE OFF-ROAD 3

Cheat Codes

From the main menu, select "Arcade." At the "Name Entry" screen, enter any one of the codes below. You'll hear a bird chirp after entering a correct code. You may toggle each cheat code on and off in the "Cheat Menu" screen under the "Options" menu. Note the spaces in some of the codes.
Sumo-Style—YOKOZUNA
Stunt Mode—TURN TRICKS
All Upgrades—MAD HOOKUP
All Divisons—SAD CLOWN
All Tracks—LEAD TO ROME
All Cheats—ZAKARY X

THRASHER: SKATE AND DESTROY

Secret Character

From the main menu, select "Skate,"then select "Roach" as your character. At the character name screen, enter "beesuitguy" as your name.

Extra Points

During a game, press **START** to pause, then hold **L1 + R2** and press ○. You'll hear a special sound effect. Each time you press ○, your score will go up by 5,000 points. You can repeatedly press ○ to accumulate large scores.

TIGER WOODS 99 PGA TOUR GOLF

Blow Up Golf Cart

Select "Driving" at the Practice Facility. If you hit the golf cart three times, it will explode.

TINY TANK

Level Select

From the main menu, move the cursor to "New Game," then hold down **L1 + L2 + R1 + R2 + Left** + ○ and press **SELECT**.

Cheat Codes

From the main menu, move the cursor to "Options," then hold down **L1 + L2 + R1 + R2** and press ×. You may enter any of the codes below at the "Cheat Codes" screen that appears.
Low gravity—F E A T H E R

TOMB RAIDER III

Bonus Level

If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked.

Secret Room

To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there. A door will open up near the stairway in the main hall. There's a lever. Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes. Inside is a collection of Lara's prizes.

Cheat Codes

These codes can be entered at any time during gameplay (not while paused). You must enter them fairly quickly:
• All Weapons, Items & Ammo—**L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, L2, R2, L2, L2, R2**. Lara will scream if you've entered the code correctly.
• Level Skip—**L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2**. Lara will say "No" if you enter the code correctly.
• All Secrets—**L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2**. Lara will sigh if you enter the code correctly. This code gives you credit for finding all of the secrets in the current level. Remember to enter this code on EVERY level if you want to access the secret All Hallows stage.
• Racetrack Key (in Lara's Home)—**R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2**. Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside.
• Refill Health—**R2, R2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2**. You'll hear Lara wince when you enter this code correctly.

TOMB RAIDER: THE LAST REVELATION

Skip Level

At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation). Then, in the inventory screen, highlight "Load," hold **L1 + L2 + R1 + R2 + Up** and press △. If the compass needle is not pointing precisely north, the code won't work.

TOMORROW NEVER DIES

In-Game Codes

At any time during the game, press **START** to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered. You may re-enter the same code to turn its effects off. Entering the "Debug Info" code multiple times will allow you to view different screens of debugging output.
100% Health—**SELECT, SELECT**, ○, ○, **Up, Up, SELECT**
0% Health—**SELECT, SELECT**, ○, ○, **Down, Down, SELECT**
Invincible—**SELECT, SELECT**, ○, ○, △, △, △, △
Invulnerable to Enemy Bullets—**SELECT, SELECT**, ○, ○, △, **SELECT**
HUD Toggle—**SELECT, SELECT**, ○, ○, **Left, Right, SELECT**
Max. Weapons—**SELECT, SELECT**, ○, ○, **L1, L1, R1, R1**
Remove Floor—**SELECT, SELECT**, ○, ○, **SELECT, SELECT**, ○, ○
Complete Mission—**SELECT, SELECT**, ○, ○, **SELECT**, ○
Debug Info—**SELECT, SELECT**, ○, ○, **L2, R2**
Camera Cheat—**SELECT, SELECT**, ○, ○, **R2, R2**
Move all objects and enemies by walking—**SELECT, SELECT**, ○, ○, **SELECT, SELECT**, △, △
Remove all objects except enemies—**SELECT, SELECT**, ○, ○, **SELECT, SELECT**, □, □
Display movement boundaries—**SELECT, SELECT**, ○, ○, △, △, □, □
Run faster—**SELECT, SELECT**, ○, ○, □, □, ○, ○
Main Menu Codes
Enter these cheats at the main menu. You'll hear a special sound effect after entering a correct code. Movies can be accessed from the "Options" screen. For the "Access All Missions" code, you'll be able to select any mission even though some of them may be dimmed.
Unlock All Movies—**SELECT, SELECT**, ○, ○, **L1, L1, L1, L1, L1, L1**
Access All Missions—**SELECT, SELECT**, ○, ○, **L1, L1**, ○, **L1, L1**

TONY HAWK'S PRO SKATER

Cheat Codes

Enter each of the following codes in the middle of a game. You must press **START** to pause the game, input the code, and press **START** again to unpause. After successfully inputting a code and before pressing **START** for the second time to unpause, the pause screen will shake left to right briefly. You may have to quit the current game a restart a new one to see some of the codes' effects. For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked.
Unlock Levels, Videos, Boards, & Officer Dick—Hold **L1** and press ○, **Right, Up, Down**, ○, **Right, Up**, □, △
All stats at 10—Hold **L1** and press □, △, **Up, Down**
All stats at 13—Hold **L1** and press ×, □, □, △, **Up, Down**
Unlock Levels—Hold **L1** and press △, **Right, Up**, □, △, **Left, Up**, □, △
Unlimited Special—Hold **L1** and press ×, △, ○, **Down, Up, Right**
Big Head Mode—Hold **L1** and press □, ○, **Up, Left, Left**
Unlock "Skip to Restart" in pause menu—Hold **L1** and press □, ○, ×, **Up, Down**
Slow Motion Mode—Hold **L1** and press □, **Left, Up**, □, **Left**

Unlock Private Carrera

First, enter the Officer Dick code, or unlock him through normal means. Next, enter Career mode and choose Officer Dick as your character. During gameplay, press **START** to pause the game, then hold **L1** and press △, **Up**, △, **Up**, ○, **Up, Left**, △. Note that this time the screen will not shake when you correctly enter the code. Next, quit career mode. From the main menu, begin career mode again and select "Continue," and Private Carrera will apear in place of Officer Dick.

TRICK'N SNOWBOARDER

Resident Evil Snowboarders

At the title screen, press △, △, ×, ×, □, ○, □, ○. You'll hear a special sound effect if you enter it correctly. At the main menu, select "Free" mode and select a course. At the "Player Select" screen, press **L2** or **R2** to access Leon, Claire or a Zombie character from the *Resident Evil* series.

TRIPLE PLAY '98

Commentary/Crowd Codes

Enter any of the following codes during actual gameplay to control the announcers and the crowd:
Game Commentary—Hold **L1 + L2 + R1 + R2** and press □, ○, □
Weather Commentary—Hold **L1 + L2 + R1 + R2** and press ○, ×, ○
Commercials—Hold **L1 + L2 + R1 + R2** and press △, ○, △
Cheering Crowd—Hold **L1 + L2 + R1 + R2** and press **Down**, ×, **Down**, ×, △
Booing Crowd—Hold **L1 + L2 + R1 + R2** and press **Down**, ×, **Down**, ×, ×

Secret Team

At the team-select menu, press **L2, R2, L2, R2**, ○. Now cycle through the available teams until you find the EA Sports "Dream Team."

Secret Stadiums

Choose the "Stadium Select" option after picking your teams, then—when the list of stadiums appears—press **L1, R1, L1, R1**, □. Now press Right untill you see three "Mystery" stadiums: "The Cornfield," "Ebbetts Field" and "Polo Grounds."

TRIPLE PLAY 99

Secret Stadiums

At the "Controllers" screen, press □ and access the "Stadium Select" option. When the list of stadiums appears, press **L2, L1, R1, R2, L1, R1, R2**; you'll hear a voice say, "Triple Play 99." Now scroll to the right and you'll find three "secret" stadiums: Ancient Rome, Neo-Vancouver and Anytown, USA.

TRIPLE PLAY 2000

Secret Team

At the team select menu, press **Right, Left, Right, Left, Right, Left, Right, Left, Right** on the D-pad. The top-secret "EA Dream Team" will appear; all of its members have weird graphic features or superhuman abilities.

Camera Control

During a game, hold **L1 + L2 + R1 + R2** and press **Right, Left, Up, Down, Right, Left**. Now you can control the camera with the D-pad and buttons to look anywhere in the stadium.

Easy Home Run

In the middle of the game, before a pitch, hold **L1 + R1 + L2 + R2** and press △, □, △, ○, ×, □, **Left, Right**. You'll hear a "thump" sound effect if performed correctly. The next time the current batter makes contact, he will automatically hit a home run.

Easy Strikeout

In the middle of the game, before a pitch, hold **L1 + R1 + L2 + R2** and press **Up, Down**, △, □, △, ○, ×, □. You'll hear a "thump" sound effect if performed correctly. Use ○ to throw a ball and you'll automatically strike the batter out.

Comments

In the middle of the game, hold **L1 + R1 + L2 + R2** and press any of the following button combinations to force the commentators to say something about a specific subject. You'll hear the same "thump" sound effect after entering each code.
Left, □, **Up**, △—Current batter
Up, △, **Right**, ○—Historical events
×, **Down**, △, **Up**—Current weather
Down, ×, **Right**, ○—Trivia

TRIPLE PLAY 2001

Triple Play Dream Team

From the main menu, select "Single Game." Then, when you reach the Team Select screen, press **Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right**. You'll hear a special sound effect, a voice will say "Triple Play Baseball!" and the currently selected team will change to the Triple Play Dream Team.

TWISTED METAL 4

Secret Passwords

From the main menu, select "Options," then select "Password." Enter any of the passwords below at the screen that appears. You'll hear a laughing sound effect after entering a correct code.
God Mode— **Down, Left, L1, Left, Right**
Unlock Minion—△, **L1, L1, Left, Up**
Unlock Sweet Tooth—**START, R1, Right, Right, Left**
Unlock Crusher—**Down, R1, Right, R1, L1**
Unlock Moon Buggy—**START**, △, **Right, L1, START**
Unlock RC Car—**Up, Down, Left, START, Right**
Unlock Super Auger—**Left**, ○, △, **Right, Down**
Unlock Super Axel—**Up, Right, Down, Up, L1**
Unlock Super Thumper—○, △, **START**, ○, **Left**
Unlock Super Slamm—**Right, L1, START**, ○, **START**
All items are Napalms—**Right, Left, R1, Right**, ○
Unlimited special weapons—△, **L1, Down**, △, **Up**
CPU attacks only you—**Right**, △, **Right**, △, **L1**

UM JAMMER LAMMY

Sound Test

If you uncover all of the chocolate pieces at the stage select menu, you'll find a new option called "Special" at the main menu; it's a sound test menu that allows you to listen to any song from the game while you watch Milk Can perform. Press **L1, R1** or any of the four main action buttons to trigger a special move for each of the performers.

URBAN CHAOS

Unlock All Levels

At the main menu, make sure the cursor is not on "Options," then hold **R1 + L1 + SELECT** and press **START**. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you en-

tered the code correctly.
Extra Weapons
At any time during gameplay, hold down □ + ○ + △ + × and press **Right**. Each time you do this, weapons will appear around you to pick up.

V-RALLY 2: NEED FOR SPEED

Unlock Everything
From the main menu, select "Game Options." Next, select "Game Progression." Then, press **L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, ×, × + SELECT**. You'll hear a buzzer sound effect if you input the code correctly. Now you'll be able to unlock any part of the game shown on this screen by pressing × at the corresponding box.

VIGILANTE 8: 2ND OFFENSE

Secret Codes
From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press **L1 + R1** at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press × again immediately after entering the code.
Faster firing rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
No gravity—NO_GRAVITY
Big wheels—GO_MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS
Unlock Original Vigilante 8 *Levels*
At any time during gameplay, press **START** to pause the game. Press the **OPEN** on the PlayStation console and replace the *Vigilante 8: 2nd Offense* game disc with the original *Vigilante 8* game disc. You'll see the message "V8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original *Vigilante 8*.

WARCRAFT II: THE DARK SAGA

Cheat Passwords
Press **START** to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again.
N T T C L N S—Instant mission victory
Y P T F L W R M—Instant mission loss
T S G D D Y T D—Enable "god mode"
G L T T R N G—Extra gold
H T C H T X N S—Extra lumber
V L D Z—Extra oil
V R Y L T T L—Extra magic Mana
D C K M T—Upgrades
N S C R N—Show entire map
M K T S—Fast building
T H R C N B N L—Instant scenario victory
N V R W N N R—Game never ends
Tides of Darkness: Human Passwords
H L L B R D—Mission 1
M B S H T M—Mission 2
H S T H S H—Mission 3
T T C K N Z—Mission 4
H T L B R D—Mission 5
D N L G Z—Mission 6
G R M B T L—Mission 7
T Y R H N D—Mission 8
B T T L T D—Mission 9
P R S N R S—Mission 10
B T R Y L N—Mission 11
B T T L T C—Mission 12
S S L T N B—Mission 13
G R T P R T—Mission 14
Tides of Darkness: Orc Passwords
Z L D R—Mission 1
R D T H L L—Mission 2
R C S T H S—Mission 3
S S L T N H—Mission 4
R C T L B R—Mission 5
B D L N D S—Mission 6
F L L F S T—Mission 7
R N S T N T—Mission 8
R Z N G F T—Mission 9
D S T R C T—Mission 10
D D R S S Q—Mission 11
T M B F S R—Mission 12
S G F D L R—Mission 13
F L L F L R—Mission 14
The Dark Portal: Human Passwords
L L R S J R—Mission 1
B T T L F R—Mission 2
N C M R N T—Mission 3
B Y N D T H—Mission 4
S H D W S S—Mission 5
F L L F C H—Mission 6
D T H W N G—Mission 7
C S T F B N—Mission 8
H R T F V L—Mission 9
B T T L F H—Mission 10
D N C F T H—Mission 11
B T T R T S—Mission 12
The Dark Portal: Orc Passwords
S L Y R F T—Mission 1
S K L L F G—Mission 2
T H N D R L—Mission 3
R F T W K N—Mission 4
D R G N S F—Mission 5
N W S T R M—Mission 6
S S F Z R T—Mission 7
S S L T N K—Mission 8
D P T M B F—Mission 9
L T R C—Mission 10
Y F D L R N—Mission 11
D P D R K P—Mission 12
Video Passwords
Each of the following passwords will only work if you choose "Enter Password" from the main menu, not from the pause menu:
C L M X—New opening
T D P N N G—Tides of Darkness opening
H K H Z M D—Tides of Darkness: Human Act II
N R T H L N—Tides of Darkness: Human Act III
R T N T Z R—Tides of Darkness: Human Act IV
H T D V C T—Tides of Darkness: Human Victory
R C K H Z M—Tides of Darkness: Orc Act II
Q L T H L S—Tides of Darkness: Orc Act III
T D S F D R—Tides of Darkness: Orc Act IV
R C T D V C—Tides of Darkness: Orc Victory
D P P N N G—Dark Portal opening
D R N R T H—Dark Portal: Human Act II
H W R N T H—Dark Portal: Human Act III
H M S R F V—Dark Portal: Human Act IV
H D P V C T—Dark Portal: Human Victory
B R N N G F—Dark Portal: Orc Act II
R C G R T S—Dark Portal: Orc Act III
P R L D T N—Dark Portal: Orc Act IV
R C D P V C—Dark Portal: Orc Victory

WCW MAYHEM

Secret Passwords
Enter any of the following passwords at the Pay-Per-View Password screen:
P L Y H D N G Y S—Hidden wrestlers unlocked
C B C K R M S—Special area select
C H T 4 D B S T—Quest cheat enabled
D P L G N G R S—Doppleganger select enabled
N G G D Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T M M N T M—Momentum print enabled
P R N T S T M N—Stamina print enabled
M K S P R C W S—Bionic created wrestlers
M S K D L T L R Y—Masked Little Rey Enabled

WCW NITRO

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**; you'll hear a sound to confirm the code. Now you have access to 48 secret characters.
Secret Arenas
At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT** to advance through the list (or **L1, L2, L1, L2, SELECT** to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.
Change Body Size
Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.
• Big Head—**R1, R1, R1, R1, R1, R1, R1, R2, SELECT**
• Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R2, R2, R1, SELECT**
• Swelling Head—**L1, L1, L1, L1, L1, L1, L1, L2, SELECT** (you look normal at the start, but your head gets bigger each time you get hit)

WCW/NWO THUNDER

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**; you'll hear a sound to confirm the code. Now you have access to 96 secret characters.
Secret Arenas
At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT**, then press **SELECT** repeatedly to advance through the list. When you do this, you'll be able to access several secret rings, including a space station, "Hades" and more.
Change Body Size
Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.
• Big Head—**R1, R1, R1, R1, R1, R1, R1, R2, SELECT**
• Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R2, R2, R1, SELECT**

WHO WANTS TO BE A MILLIONAIRE 2ND EDITION

Regis Gets Angry
To hear Regis get annoyed, at the "Enter Your Name" screen, enter any of the names below. Note the spaces in some of the names. Regis will also make some comments if you don't press any buttons at all on this screen.
REGIS
REGIS PHILBIN
MR PHILBIN
DAN BLONSKY
MILLIONAIRE
PHIL BIN
LAURA KAMPO
MJ LAROCHE
ERIC BURGESS
SCOTT PULVER

WIPEOUT XL

Secret Team
At the main menu, hold **L1 + R1 + SELECT** and press ×, ×, ×, ×, ○, △, □. The Piranha team will become available at the Team menu.
Access All Tracks
At the main menu, hold **L1 + R1 + SELECT** and press □, ○, △, ○, □. Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold **L1 + R1 + SELECT** and press △, △, △, ○, ○, ○.)
Infinite Energy
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press △, ×, □, ○, △, ×, □, ○.
Infinite Time
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press △, □, ○, ×, △, □, ○, ×.
Infinite Weapons
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press ×, ×, □, □, ○, ○, △.
Mini-Gun
During the game, press **START** to pause, then hold **L1 + R1 + SELECT** and press □, ○, ×, □, ○, ×, △.
Passwords
Enter the following passwords to access two new Race Type options:
Challenge I—□○□△○△△○□□□△×□
Challenge II—□○□△○△×□×△△×○○
Funny Ships
Turn the PlayStation on and hold **L1 + R2 + SELECT + START** until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes.

WIPEOUT 3

Secret Codes
Enter the following codes at the "Default Names" screen, under "Options / Game Setup." The entire screen will quickly flash white upon entry of a correct code.
W I Z Z P I G—Unlock all tracks
J A Z Z N A Z—Unlock Phantom class
A V I N I T—Unlock more ships
T H E H A I R—Unlock all Challenges
B E B E D E E—Speed Pads are white
C A N E R _ W—Unlock prototype courses
M O O N F A C E—Infinite Hyper-thrust
D E P U T Y—Infinite random weapons (press □ during the game to obtain a new weapon)
B U N T Y—Unlock all tournaments
G E O R D I E—Infinite shields and Hyper-thrust

WU-TANG: SHAOLIN STYLE

Unlock All Characters
At the main menu, press **Right, Right, Right, Right, Left, Left, Left, Left**, □, ○, □, ○. You'll hear a special sound effect if the code was entered correctly.
Even More Characters
After entering the above code, in Versus Mode you may play as additional characters by holding **SELECT** and pressing × while the cursor is at any of the original nine characters as shown below. You won't see the new character until gameplay begins.
Fearmentor—Hold **SELECT** and press × at RZA
Cerith—Hold **SELECT** and press × at GZA
Lecher—Hold **SELECT** and press × at Ol' Dirty
Xin—Hold **SELECT** and press × at Inspecta Deck
Bone Gear—Hold **SELECT** and press × at Raekwon
Gasche—Hold **SELECT** and press × at Masta Killa
Otis—Hold **SELECT** and press × at Ghostface Killah
Sinensis—Hold **SELECT** and press × at U-God
Hystrix—Hold **SELECT** and press × at Method Man

WWF IN YOUR HOUSE

Cheat Codes
At any time during the game, press the **START** button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:
Invincibility—**R2, L1, R2, L2, R1**
Charge Combo meter with one hit—**R1, L2, R2, L2, Right**
Increase damage of each attack—**Up, Up, L1, L2, Down**
Decrease damage of each attack—**Down, Up, L2, Right, Left**
Turn off computer control of opponents—**Left, Left, Up, Down, R2**
Automatic Superpins—**Down, Down, Down, Down, L1** (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.)
Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code. To deactivate any of the above cheats, just enter the same code again.

WWF WRESTLEMANIA: THE ARCADE GAME

Cheat Codes
At any time during the game, press the **START** button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:
Invincibility—×, △, **R2, Up**
Stop the Timer—×, △, **R2, Left**
Super Strength—×, △, **L2, Down**
Weaken Opponent—×, △, **L2, Right**
Cancel Active Cheats—□, ○, △, ×
Combo Code
At the player select menu, hold the **L1** and **R2** buttons and press □, ×, ○, △. The word "Combo!" will appear under your wrestler's photo. Start the game and you'll find that your combo meter is always lit, even after you've just finished a combo. Note: In a one-player game, this code affects both wrestlers. However, if two players are registered on the player-select screen, the code cannot be used by both. To get around this, have Player 1 enter the code before Player 2 joins in, then press **START** on Controller 2.

X-MEN: MUTANT ACADEMY

Unlock Everything
At the main menu, quickly press **SELECT, Up, L2, R1, L1, R2**. You'll hear a special sound effect if you input the code correctly.

XENA: WARRIOR PRINCESS

Invincibility
At the main menu, press **Up, Up, Up**, ○, □, **Up, Right, Left**. You'll hear a special sound effect to confirm the code.
4x Sword & Armor Upgrades
At the main menu, press △, □, △, □, □, **Up, Up, Up**. You'll hear a special sound effect to confirm the code.

1942
Passwords
Stage 04—Medal, Medal, Player's Plane, Enemy Plane
Stage 08—Player's Plane, Enemy Plane, Enemy Plane, Medal
Stage 12—Bullet, Enemy Plane, Player's Plane, Player's Plane
Stage 16—Enemy Plane, Enemy Plane, Bullet, Enemy Plane
Stage 20—Player's Plane, Medal, Bullet, Player's Plane
Stage 24—Bullet, Player's Plane, Medal, Medal
Stage 28—Medal, Enemy Plane, Medal, Enemy Plane

A BUG'S LIFE
Passwords
Level 2—9 L K K
Bonus Level—B L 2 6
Level 3—5 P 9 K
Level 4—6 6 5 2
Level 5—B K K 2
Level 6—2 P L B
Level 7—6 5 6 2
Level 8—L 5 9 B

ANTZ
Passwords
Stage 2—B C C B
Stage 3—D Q G H
Stage 4—H G G F
Stage 5—N B F G
Stage 6—K G B F
Stage 7—Q G J J
Stage 8—G Q H G
Stage 9—F L D P
Stage 10—K G Q Q
Stage 11—D L G Q
Stage 12—C B H G
Stage 13—J B J G
Stage 14—P L D P
Stage 15—L F G B
Stage 16—D Q L D
Stage 17—C L P G
Stage 18—D L H D
Stage 19—L F Q G

ASTEROIDS (Game Boy Color version)
Passwords
Enter these passwords from the "Single Player" option under the main menu.
S P A C E V A C—Zone 2
S T A R S B R N—Zone 3
W O R M S I G N—Zone 4
I N C O M I N G—Zone 5
P R O J E C T X—Unlock Excalibur ship
Q R T R E A T R—Unlock *Classic Asteroids*. The option to play *Classic Asteroids* will appear on the main menu.
C H E A T O N X—Unlock cheat menu. Press **SELECT** in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

BABE AND FRIENDS
Passwords
Level 2—B 0 B
Level 3—R N 6
Level 4—G 5 M
Level 5—R M 1
Level 6—N 6 W
Level 7—T Y Q

BATMAN
Sound Test
At the title screen, hold the D-pad in the **Up/Right** position and press **START** to access a sound test menu.

BOARDER ZONE
Passwords
Unlock Time Course 4—1 3 1 0 9 5
Unlock Time Course 5—0 2 0 9 7 1
Unlock Trick Course 5—2 9 0 7 7 1
Unlock Slalom Course 5—3 1 0 1 6 9

THE BUGS BUNNY CRAZY CASTLE
Passwords
Level 73—W 3 R 2
Level 74—W 1 F 2
Level 75—X 3 J 2
Level 76—X 1 K 2
Level 77—W E M 2
Level 78—W H C 2
Level 79—X E A 2
Level 80—X H O 2

THE BUGS BUNNY CRAZY CASTLE 2
Passwords
Level 20—U N I T
Level 21—S O N G
Level 22—T Y R E
Level 23—L O V E
Level 24—N O T E
Level 25—J A Z Z
Level 26—H E L P
Level 27—K I N G
Level 28—G I F T

BUGS BUNNY CRAZY CASTLE 3
Garden Passwords
Stage 5—S T B X 4 R
Stage 10—L 4 B X 4 N
Stage 15—4 2 B 2 G 8
Hall Passwords
Stage 16—G H B 2 4 8
Stage 20—3 9 B V 4 ●
Stage 25—7 Y S V G T
Stage 30—V D S 8 G T
Basement Passwords
Stage 31—Z 8 S 2 4 C
Stage 35—F M X X G I
Stage 40—T J X V 8 K
Stage 45—D S L 2 8 6
Treasury Passwords
Stage 46—8 C L V D J
Stage 50—? D L 8 8 9
Stage 55—R 3 L V D R
Stage 60—9 9 L 8 D H
Old Castle Password
Stage 61—6 Z L X D H

CARMAGEDDON
Secret Password
Enter 0 Z 6 S Z D ♀ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits.

CARROT CRAZY
Stage Skip
Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage.

DONKEY KONG LAND II
47 Kremcoins
At the "Select Game" screen, highlight a saved game file, hold **Left** or **Right** and press **A, B, A, B, A, B** repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to pay off Klubba and enter the Lost World from any Kiosk.

DRAGONHEART
Passwords
Stage 2—B C D L S T
Stage 3—D C L T S B
Stage 4—L C T B S D
Stage 5—C B L S B T
Stage 6—T T S C D C
Stage 7—S D C D T S
Stage 8—B V D V S C

GAME & WATCH GALLERY
Reset Cartridge Memory
At the title screen, don't press **Up, Up, Down, Down, Left, Left, Right, Right**. If you do, you'll lose all of your high scores and saved milestones.

GAME BOY CAMERA
Secret Game
Play the *Space Fever II* game until you achieve a score of 2,000 points or more. The next time you play *Space Fever II*, a new "?" option will appear between the *Ball* and "DJ" items; shoot this object to play a secret game called *Run! Run! Run!*; if you win the race, press the **A** button rapidly to raise the flag at the victory screen. Earning 2,000 points in *Space Fever II* also changes the function of the "Credits" option; instead of the dancing man, you can now see the real credits sequence.
Secret Photos
To reveal the secret "?" photos in Album B, you must perform the following tasks (check the Hi Score table and the "Record" screen to see how close you are):
• Page B3, photo 1—Shoot at least 60 photos.
• Page B3, photo 2—Delete at least 60 photos.
• Page B3, photo 3—Transfer 15 photos to another Game Boy Camera using the link cable.
• Page B3, photo 4—Receive five photos from a Game Boy Camera that shows the male symbol ♂ at the User Name screen.
• Page B3, photo 5—Receive five photos from a Game Boy Camera that shows the female symbol ♀ at the User Name screen.
• Page B3, photo 6—Print at least 30 pictures with the Game Boy Printer.
• Page B3, photo 7—Get a score of 3,000 points or more in the *Space Fever II* mini-game.
• Page B3, photo 8—Get a score of 5,000 points or more in the *Space Fever II* mini-game.
• Page B4, photo 1—Get a score of 7,000 points or more in the *Space Fever II* mini-game.
• Page B4, photo 2—Get a score of 500 points or more in the *Ball* mini-game.
• Page B4, photo 3—Get a score of 700 points or more in the *Ball* mini-game.
• Page B4, photo 4—Get a score of 1,000 points or more in the *Ball* mini-game.
• Page B4, photo 5—Get a time of 17 seconds or less in the *Run! Run! Run!* mini-game.
• Page B4, photo 6—Get a time of 16 seconds or less in the *Run! Run! Run!* mini-game.
Secret DJ Options
Each of the following tricks works in DJ mode when your character is on the screen:
• If you highlight "SE" and tap **Right** on the D-pad, the song will restart from the beginning. Try tapping **Right** repeatedly to "stutter" the first note.
• If you highlight "SE" and hold the D-pad diagonally in the **Up/Right** position, the music will be temporarily transposed into a higher register. Likewise, if you hold **Down/Right**, the music will change to a lower key.
• If you highlight "Tempo" and hold **Left** on the D-pad, the music will play in reverse.
Print DJ Music
First, connect your Game Boy to the Game Boy Printer and turn the Printer on. Next, enter DJ mode, press **SELECT** to access the "Trippy-H" synthesiser screen, make sure the "Sound I" tab is highlighted in the upper left corner of the screen, hold the **START** button and press **A**. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends.
Flip the Stamps
When using the "Stamp" function, position any stamp on the photo and continue to hold the **A** button down. After a few seconds, the stamp will begin to "flip" horizontally; if you release the **A** button at the right time, the stamp will remain flipped over on the screen.
Change Speed
At the title screen, hold **Up** to make Mario dance faster or **Down** to slow him down. This also works on the funny face at the "View" menu. You can also change the speed of the "Slide Show" by pressing **Up** or **Down**.

GAME BOY PRINTER
Secret Message
Press and hold the **FEED** button when you turn the Game Boy Printer on. You can release the **FEED** button when you start to see an image appear on the paper; it's a secret message along with a tiny picture.

GEX: ENTER THE GECKO
Password
Choose "Password" from the main menu and enter the following code:
↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↑ ➔ ⇦
⇦ ↓ ↓ ➔ ➔
This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the **B** button and press the D-pad in the direction of the arrow. To make an outlined arrow, hold **A** instead.

GHOSTS 'N GOBLINS
Quest 1 Passwords
Level 2—L ♥ K ♥ ♥ ♥ B L
Level 3—Q 0 M ♥ ♥ ♥ 1 H
Level 4—P S 5 ♥ 7 ♥ B 4
Level 5—T J R ♥ 7 ♥ 2 h
Level 6—J J T ♥ 7 ♥ 7 L
Final boss—K D C ♥ H ♥ S H
Quest 2 Passwords
Level 1—G N ♥ ♥ K 0 0 H
Level 2—G N 1 ♥ 5 0 8 J
Level 3—X 4 3 ♥ 5 0 M R
Level 4—L S 5 H 9 1 1 4
Level 5—D N 7 ♥ 9 3 ♥ 7
Level 6—X N 9 ♥ 9 3 3 3
Final boss—N 8 C ♥ K 4 0 N

GODZILLA: THE SERIES
Passwords
Level 2—N C F R G J J B B K
Level 3—D M T F L S B F Q M
Level 4—P K D J M P L N P S
Level 5—K D Q L H R N D C N
Level 6—D M J M B J R F F R

GRAND THEFT AUTO
Unlock Hidden Characters
Before starting a game, rename the character "KELLY" to "SUMNER." Many hidden characters will appear in the menu.

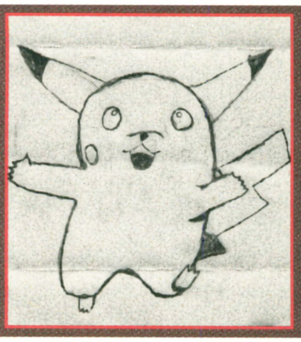
TIPS & TRICKS Reader Art Gallery



by Mike Pruitt, Stephenville, TX


by Charles Prince, Spring Lake, NC


by Maurice Booker, Nashville, TN


by Ian Copeland, Ulysses, KS

JAMES BOND 007

Mini-Games

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "BJACK" to play Blackjack, "BACCR" to play Baccarat or "REDOG" to play Red Dog.

KLAX (Game Boy Color version)

Passwords

Yellow alien, pillar, pillar, red circle—Wave 1, 6 or 11
Red circle, yellow alien, blue square, yellow alien—Wave 5 completed
Green diamond, yellow alien, green alien, green diamond—Wave 15 completed
Pillar, yellow alien, blue square, pillar—Wave 25 completed
Red circle, red circle, yellow alien, yellow alien—Wave 35 completed
Yellow alien, green diamond, red circle, pillar—Wave 45 completed
Pillar, blue square, blue square, yellow alien—Wave 55 completed
Red circle, green diamond, green diamond, green alien—Wave 65 completed
Green alien, green alien, yellow alien, red circle—Wave 75 completed
Blue square, green alien, green diamond, red circle—Wave 85 completed
Pillar, pillar, green alien, blue square—Wave 95 completed
Pillar, yellow alien, green diamond, green diamond—See the credits
Blue square, pillar, green diamond, green alien—Read the "story of *Klax*"
Yellow alien, pillar, pillar, green alien—Read the *real* story of *Klax*
Green alien, green alien, red circle, blue square—Mini-game (programmers' heads)
Red circle, green diamond, blue square, green alien—Mini-game "Snake"
Green alien, green alien, blue square, green alien—Mini-game "Fürd Herder"

LUCKY LUKE

Passwords

Stagecoach—Dog, Prospector, Horse, Luke, Horse
Painful Gulch—Dog, Dog, Prospector, Prospector, Luke
Train—Luke, Horse, Horse, Prospector, Luke
Saloon—Horse, Prospector, Horse, Prospector, Dog
The Prairie—Prospector, Luke, Luke, Dog, Horse
Buffalo—Dog, Horse, Luke, Prospector, Prospector
Ranch—Luke, Horse, Dog, Prospector, Dog
Rapids—Horse, Horse, Luke, Dog, Prospector
Cheyenne Mountains—Prospector, Dog, Luke, Horse, Dog
Tornado—Luke, Luke, Dog, Prospector, Horse
Jail—Dog, Horse, Luke, Prospector, Dog

MEN IN BLACK: THE SERIES

Access Codes

Manhattan—2 7 1 0
Sewers—1 8 0 7
Aerodrome—0 3 0 9
Rooftops—2 7 0 5
Forest—3 1 0 7
Game ending—1 9 4 3

Zoom Mode

Choose "Access Codes" from the Command Center menu and enter the code 0 6 0 1; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, hold the **SELECT** button and you can use the D-pad to make your character fly through the air to any part of the current stage.

Stage Skip

Choose "Access Codes" from the Command Center menu and enter the code 2 4 0 9; you will get an error message. Now press **START** to return to the Command Center and start a new game. At any time during the game, press **START** to pause, then press **SELECT**; you will be warped immediately to the end of the stage.

MORTAL KOMBAT

Play as Goro

First, defeat Shang Tsung and win the game. Watch the credits roll by and wait for the words "**THE END**" to appear. Point the control pad to the **Upper Left** position and hold it there, and hold the **SELECT** and **A** buttons as well. Continue to hold those buttons down until the screen fades and the words "**ENTER YOUR INITIALS**" appear on the screen. Next, input your initials and press **A**. When the the high score table appears, press **START**; you'll get a screen that reads, "Goro lives...as you!" You've just discovered a hidden version of *Mortal Kombat* where you play as Goro and all of your opponents have been given new names.

MORTAL KOMBAT II

Secret Character: Smoke

When battling in the Kombat Tomb stage, watch for Dan "Toasty" Forden to appear; he's the little head that pops up in the lower right corner of the screen at certain times, usually after uppercuts or cool combos. As soon as you see him, hold **Down** on the D-pad and press the **START** button to warp to a battle against the secret ninja character, Smoke.

Secret Character: Jade

Watch the "Battle Plan" that shows who your next opponent is in one-player mode. When you reach the opponent just before the "?" square on the battle plan, defeat that opponent using only the Kick button in the winning round. If you can do this, your next opponent will be the secret female ninja, Jade.

MORTAL KOMBAT 4

Extra Credits

At the difficulty select screen, press **Up** or **Down** to change the number of credits displayed at the top of the screen; you can start with up to five.

Kombat Codes

At the "Enter Kombat Code" screen just before a fight, enter the following codes using the D-pad. The numbers represent the number of times you have to press **Up** to change the symbol in each box. You can also advance through the icons in reverse order by pressing **Down**. For example, to unlock Reptile as a playable character, enter the code 192-234 as follows:

1) Highlight the first icon box, press **Up** once.
2) Highlight the second icon box, press **Up** nine times (or Down once).
3) At the third box, press **Up** twice.
4) At the fourth box press **Up** twice.
5) At the fifth box press **Up** three times.
6) At the last box press **Up** four times.

You'll get a message to confirm proper entry of each code:

1 9 2 - 2 3 4—Unlock Reptile
2 0 5 - 2 0 5—Fight against Reptile
0 0 1 - 0 0 1—Unlimited Run
9 8 7 - 1 2 3—No power bars
1 0 0 - 1 0 0—Throwing disabled
0 2 0 - 0 2 0—Blocking disabled
6 8 8 - 4 2 2—Dark Kombat
9 8 5 - 1 2 5—Psycho Kombat
3 3 3 - 3 3 3—Randper Kombat
0 0 0 - 7 0 7—Computer starts with 1/4 life
7 0 7 - 0 0 0—Player 1 starts with 1/4 life
0 0 0 - 0 3 3—Computer starts with 1/2 life
0 3 3 - 0 0 0—Player 1 starts with 1/2 life

MR. NUTZ

Passwords

Adventure Park—D D M M N N
The Living Room!—N N R R G G
Volcano Underpass—C C L L R S
Mean Streets—J J M P P R
Ice Scream—S W W T C H

THE NEW ADVENTURES OF MARY-KATE & ASHLEY

Passwords

The Case of Volcano Mystery—C B T H P M
The Case of the Haunted Camp—G M Q T C K
The Case of the Fun House Mystery—L H D D Q J
The Case of the Hotel Who-Done-It—M D G K M Q

NFL BLITZ

Passwords

Play as the Midway Blitzers—0 6 2 6 7 5 4 5
Play as the Emeryville Eclipse—0 0 6 0 6 7 4 4

Secret Codes

Choose "Exhibition" from the main menu and choose a team. When the "Vs." screen appears, enter any of the following codes to get different effects:

Infinite Turbo—**START, START, START, START, START, B, A, A, A, A, Up**
No Fumbles—**START, START, START, START, B, B, A, A, A, Down**
Invisible Receiver—**START, START, START, START, B, B, B, A, A, A, Up**
No Pointer—**START, START, START, B, B, B, A, A, A, Left**
Start in Overtime—**A, A, A, A, A, A, Up**
Parking Lot Field—**START, START, START, B, B, A, A, A, Down**
Space Field—**START, START, A, A, Right**
Night Game—**START, START, B, B, A, A, Right**
Predator Mode—**START, START, START, START, START, B, B, B, B, B, A, Up**

ODDWORLD ADVENTURES

Super Jump

When Abe is jumping, press the **START** button to pause the game while he's still in mid-air. After you unpause, Abe will jump again, doubling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing.

Passwords

Level 2-0—J C B C M
Level 2-1—J M B C C
Level 2-2—J M C C B
Level 2-3—J P C C D
Level 2-4—J T C C J
Level 2-5—S T C C S
Level 2-6—S B C C T
Level 2-7—T B F C Q
Level 3-1—T B K C L
Level 3-2—T B T C B
Level 3-3—T B T D C
Final Level—T B T B T

PITFALL: BEYOND THE JUNGLE

Passwords

The Wilderness—S W N G R B T S
Underground Caverns—F L T Y W T R S
The Volcano—G N G D W N
The Prison 1—S L T H H R N G
The Prison 2—B N G D N S D
The Scourge—S W P N G B L W

POKÉMON (Red, Blue and Yellow versions)

Celadon "Rocket Game Corner" Tips

• Slot Machines—Watching the reels carefully can increase your odds of getting a match. For example, watch for a particular image or number to scroll by, and hit the **A** button as soon as it appears for each reel. The chances of you lining up another image is fairly high, as long as you don't get dizzy staring at the tiny Game Boy screen. Although it's claimed that the slot machines inside this casino have different odds, watching the reels works on all of them.

• Secret Coins—After speaking to the other people in the casino to get coins, you can discover secret coins lying around the floor of the Game Corner by moving around and pressing **A**.

Evolution Tip

Some Pokémon can only be evolved through the use of elemental Evolution Stones. It is a bad decision to evolve your Pokémon right away, since there may be some attacks it can only learn in its Basic Evolution stage that it would never learn if you evolved it right away.

Hidden Machine Tips

• Hidden Machines, or HMs, are permanent. If you teach them to one of your Pokémon, they will never forget it; therefore, don't teach weak HM skills like "Cut" to a Pokémon you intend to use as part of your main party.

• HM 01 (Hidden Machine 01): Cut—When you use Cut in a grassy area, you will clear away four squares of grass. Using this method is one way to avoid random encounters with wild Pokémon.

Master Ball Tip

The Master Ball is an ultimate Pokéball that can capture any Pokémon instantly. It can only be used once, so don't waste it on a common Pokémon. It should be saved so it can be used to capture Mewtwo or one of the three Legendary Birds.

Fight Mewtwo

In order to fight Mewtwo, you need to gain access to the Unknown Dungeon. You must defeat the Elite Four before the man blocking the entrance will allow you through. Also, you must NOT reset your game after you've beaten it. Wait for the credits to finish, then go back to the Start screen by pressing **A**. Fly to Cerulean city, then use a Pokémon that knows Surf to get to the Unknown Dungeon, which lies to the northwest of Cerulean city. Right before you fight Mewtwo, save your game. That way if you lose or if Mewtwo faints, you can quickly reset the game. You should also do this before fighting other "one-time-only" Pokémon like Zapdos, Articuno and Moltres. When you fight Mewtwo, either use the Master Ball immediately or use sleep attacks and a lot of Ultra Balls.

Quick Experience Gain

If you have a group of strong Pokémon with one weak Pokémon, you can level up your weak Pokémon quickly by letting it share experience with a stronger one. Put the weak Pokémon at the top of the list so it always goes out into battle first. Switch it immediately with a strong Pokémon and the two will split the experience points in half. This is an excellent way to level up Pokémon like Magikarp, which are useless before they evolve.

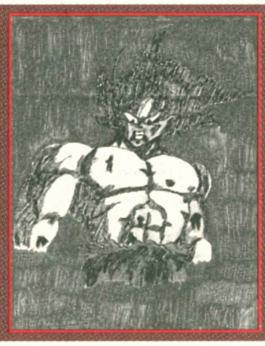
Rare Candy Tip

Gaining levels by using Rare Candy on your Pokémon is not as effective as leveling up your Pokémon normally. Pokémon who legitimately gain experience improve their statistics more dramatically than Pokémon who only


by Andrew Lawson, Inman, SC


by Matt Duff, Kentwood, MI


by Christian Castillo, Spring Valley, CA


by Clyde McDaniel, Crawfordville, AR

used Rare Candy, so it's not a good idea to use a lot of Rare Candy on one Pokémon at once, since it will be weaker than other Pokémon that are the same level.

RAMPAGE 2 UNIVERSAL TOUR

Make Your Own Password

To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows:

1) Enter one of the following as the first character of your password to choose which character you'd like to play as:

B—Curtis
C—Boris
D—Ruby
F—George
G—Lizzie
H—Ralph
J—Myukus
K—Pucous
L—Noobus

2) Enter one of the following as the second character of your password to choose which area you'd like to start in:

B—U.S.A.
C—Europe
D—Asia
F—Everywhere else
G—Outer Space

3) Enter any character *except* 4, 5, 6, 7, 8, 9 and A as the third character of your password to choose which city you'd like to start in. Each area has 25 cities; enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area.

4 - 8) Enter "B B B B N" as the fourth through eighth characters of your password.

9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum. If you get sent back to the main menu when you press **A**, your password is in place, so just choose "Start Game" to begin.

READY 2 RUMBLE BOXING

Unlock Hidden Boxers

Enter any of the following codes below at the main menu. Make sure "Arcade Mode" is highlighted. You'll hear a special sound effect after correctly entering a code.

Unlock Kemo Claw—Press **Left, Left, Left, Right, Right, Right, Left, Right, Left, Right.**

Unlock Nat Daddy—Enter the code above, then press **Right, Right, Right, Left, Left, Left, Right, Left, Right, Left.**

Unlock Damian Black—Enter the code above, then press **Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.**

THE RUGRATS MOVIE

Passwords

Train Crash—B V B Y F J N D
Hospital—T Q M M Y _ Q K
Light Woods—R J D B C V R T
Dark Woods—V N G B L J C V
Reptar Ride—B J G S M V S H
Ancient Ruins—L J T B W Q Q D

RUGRATS: TIME TRAVELERS

Passwords

M J N F L F V L—1800s Goldmine
F G Y P T L F V—Ancient Egypt
V T L V N T J S—Atlantis
J V R R V S J C—Jurassic
M F D J F V V L—Medieval
F V J R Y L F V—Fairytale
P J R V T F L V—Pirates!
C J R C V S L V—Big Top
S P V C F L F V—Outer Space
C Q Q K J F S S—Toy Palace North Wing
B V B Y R J C F—Wild West
C R V W L J N G—Toy Palace East Wing
P L V Y P F N S—Toy Palace South Wing
T Q Y B Q X F S—Toy Palace West Wing
T R V J N S F T—On the Moon
B V T H T J M F—Crane mini game
C F J N S T F R—Bell mini game
B V B Y G R Q W—Shooting mini game
W F V N N J N G—Egg mini game
P R F S F N T S—Ending

SHAMUS

Cheat Passwords

Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve:

5 G F 3 5 G V 1 V—Level 1: The Laboratory
4 G F 3 5 G V 1 T—Level 2: Shadow Studios
7 G F 3 5 G V 1 X—Level 3: Abandoned L.A. Subway System
6 G F 3 5 G V 1 V—Level 4: The Shadow's Lair Hotel and Casino

THE SMURFS' NIGHTMARE

"Easy" Mode Passwords

Hefty Smurf, Brainy Smurf, Handy Smurf—The Rabbit Race
Hefty Smurf, Cook Smurf, Astrosmurf—The Mysterious Planet
Brainy Smurf, Hefty Smurf, Hefty Smurf—The Workbench Gone Mad

"Hard" Mode Passwords

Brainy Smurf, Handy Smurf, Hefty Smurf—The Rabbit Race
Astrosmurf, Hefty Smurf, Brainy Smurf—The Mysterious Planet
Hefty Smurf, Cook Smurf, Handy Smurf—The Workbench Gone Mad

SPACE INVADERS (Game Boy Color version)

Passwords

Classic Mode—C L S S 1 2 8 1 9 9 9 D B M
Venus—W W Y X T C 2 N Q W 7 9 V Y
Mars—? W Z 4 V C L N 4 W 8 1 V ?
Jupiter—R S S N 3 Q J 7 8 ? G J M C
Saturn—W S P Z M S 0 8 N ? H 8 N F
Uranus—C V 1 ? Q W K G J 3 X 8 R 5
Neptune—H V 2 7 R W 1 G N 3 Y 0 R 7
Pluto—M V 7 H R C L H S 3 Z S R 9

SPAWN

"Normal" Passwords

Chapter 1—Spawn, blank, heart, skull
Chapter 2—heart, heart, skull, heart
Chapter 3—heart, skull, skull, blank
Chapter 4—skull, Spawn, skull, heart
Chapter 5—heart, skull, Spawn, Spawn
Chapter 6—Spawn, Spawn, heart, blank
Chapter 7—skull, Spawn, Spawn, heart

"Hard" Passwords

Chapter 1—heart, heart, blank, Spawn
Chapter 2—blank, heart, Spawn, heart
Chapter 3—Spawn, skull, blank, skull
Chapter 4—heart, Spawn, skull, Spawn
Chapter 5—Spawn, heart, blank, Spawn
Chapter 6—skull, skull, Spawn, heart
Chapter 7—Spawn, heart, skull, Spawn

STREET FIGHTER ALPHA

Fight Akuma or M. Bison

To fight Akuma as your first opponent, choose your fighter. Then, when selecting Manual or Auto, hold **B + A** until the fight begins. To fight M. Bison instead, hold **SELECT + B + A** in the same way.

SUMO FIGHTER

Password

Stage 5-3—1 5 5 9 6 5

TARZAN (Disney version)

Passwords

Note: The following codes are shown in numerical form. To enter them, you must press **Up** on the D-pad the number of times shown for each of the four positions in the password. For example, to start at the "Jungle Legend" stage (1 2 6 3), enter the code as follows:

- Highlight the first character of the password, press **Up** once
- Highlight the second character, press **Up** twice
- Highlight the third character, press **Up** six times
- Highlight the last character, press **Up** three times

Now press **START** to lock in the password.

The Jungle is my Playground—3 1 2 3
I'm No Second Banana—0 0 4 5
Jungle Legend—1 2 6 3
Go Out on a Limb—6 6 2 0
Ship Escape—5 4 3 6

TOP GEAR POCKET

Password

Enter the password "Y Q X — % Z" to unlock all cars and earn gold trophies in all courses.

TOY STORY 2

Passwords

Scene 2—P B P P
Scene 3—B J W J
Scene 4—P J B W
Scene 5—W B P P
Scene 6—J P W W
Scene 7—J B P J
Scene 8—W P W P
Scene 9—J J W W
Scene 10—P B W J
Scene 11—B P W W
Ending—W W W W

TRACK MEET

Cheat Passwords

Choose "NEW GAME" at the main menu and enter your name as follows:

- Enter the name SNAKE to compete against Irwin B. Cheetin.
- Enter REGRUB and you'll face off against Jack Strop.
- Enter the name APPLEII to change some of the signs in the background to Apple II logos.

TURRICAN

Cheat Code

At the options screen, press **A, B, B, A, B, A, A, B, A, A, B, A, A, B, A, A,** then choose the "Cheat" option for infinite energy. (Your energy meter will go down, but you won't die when it runs out.)

TWOUBLE

Passwords

Granny's House—Hector, Granny, Tweety, Taz, Sylvester
Granny's Cellar—Taz, Sylvester, Tweety, Hector, Granny
In the Garden—Sylvester, Tweety, Hector, Taz, Granny
Out in the Streets—Hector, Tweety, Taz, Granny, Sylvester
In the Toy Shop—Taz, Hector, Tweety, Sylvester, Granny

V-RALLY EDITION 99 (a.k.a. V-RALLY CHAMPIONSHIP EDITION)

Passwords

F A S T—Unlock "Medium" courses in Arcade mode
F O O D—Unlock "Hard" courses in Arcade mode

WACKY RACES

Password

Enter the password "M U T T L E Y" to unlock all secret characters and the "Crazy" Cup.

WARIO BLAST

One-Player Game

To play as Wario enter the password **2264**. To play Bomberman enter the password **4622**. At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game.

WARIO LAND: SUPER MARIO LAND 3

Change Game Stats

Pause the game and press **SELECT** 16 times. A cursor will appear in the lower left corner. Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor. Press **Up** or **Down** on the D-pad to change the numbers.

WHO FRAMED ROGER RABBIT?

Passwords

Scene 2—D L T 3 Q Y B Y
Scene 3—G P L D M S R C
Scene 4—M M C F G W X J
Scene 5—B G Q T V K J P
Scene 6—R T J B W N 4 3

WORLD HEROES 2 JET

Boss Code

When the Takara logo appears, press **Right, Left, A, B,** and **Up**. Now you can play as the boss.

"Jet" Code

At the title screen, press **Up, Up, SELECT, A, Down, Down, SELECT, B**. Now the gameplay is twice as fast.

WORMS ARMAGEDDON

Passwords

In the passwords below, each number corresponds to a picture in the password entry screen. From left to right, 1 is the skeleton worm, 2 is the pink-colored worm, 3 is the stick of dynamite, 4 is the red-colored worm, 5 is the banana and 6 is the blue worm.

Tools—5 2 2 6
Egypt—1 2 4 5
Hell—2 6 4 3
Treehouse—4 1 3 6
Garden—5 4 1 3
Snow—3 2 6 6
Construction Site—2 2 5 5
Pirate—3 6 3 1
Fruit—1 4 5 1
Alien—3 6 4 4
Circuit—4 3 3 3
Medieval—6 3 1 6

WWF WRESTLEMANIA 2000

Championship Passwords

Each of the following passwords will put you only two matches away from the last opponent of the game, Vince McMahon.

Last Password for Billy Gunn—P K D Y
Last Password for Steve Austin—C T F V
Last Password for The Rock—F T D 8
Last Password for X-Pac—R C D D

X-MEN MUTANT ACADEMY

Unlock Phoenix

At the title screen, press **Down, Right, Down, Up, Left, Right, B, A**. If you entered the code correctly, you'll see a special message appear.

Unlock Apocalypse

At the title screen, press **Right, Left, Up, Down, Left, Up, B, A.**

YARS' REVENGE

Password

O + O O—Start at any stage

TIPS & TRICKS Reader Art Gallery



by Randy Armstrong, Coffeeville, MS



by Alene Greffoz, Phoenix, AZ



by Alex Smith, Groveland, FL



by Merisa-Ann Bourgeois, Garyville, LA

AERO WINGS

Unlock Everything

Press **L** + **R** at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission.

Special Options

Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special," will appear in the "Game Config" menu under the "Options" menu. From here you can access three special options: Player Assist on/off, HUD on/off and Cockpit on/off.

CRAZY TAXI

Use the Rickshaw Bike

At the character selection screen, highlight the character you would like to play as, then press **L**, **R**, **L**, **R**, **L** very quickly and press **A**. You'll hear a bicycle ring after pressing **A** if you entered it correctly. Remember, If the code is not entered fast enough it won't work.

Another Day Mode

At the character selection screen, move the cursor to the character you would like to play as. Press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

No Arrows Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **R** + **START** and press **A**. Don't let go of **R** + **START** until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow usually at the top of the screen will never appear.

No Destination Mark Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L** + **START** and press **A**. Don't let go of **L** + **START** until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.

Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L** + **R** + **START** and press **A**. Don't let go of **L** + **R** + **START** until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never appear.

Alternate Views and Speedometer

At any time in the middle of a game, plug a controller into port C. On this controller, pressing **Y** will switch the view to one of the "replay" type cameras like in the game's intro. Pressing **B** will switch the view to inside the driver's seat, and pressing **A** will return you to the original view. Additionally, if you press **X** five times, a speedometer will appear at the lower right corner of the screen. Subsequent presses of the **X** button will toggle it on and off.

DEAD OR ALIVE 2

Secret Demo Scene

First, change the "Your Age" setting in the "Others" Screen under the "Game Setting" menu to above 20. Then play Survival mode and obtain a high enough score to enter your name. Enter your name as "REALDEMO". Now, you'll see a new demo scene that will appear amongst the others that play after the title screen appears. It will only appear at a specific point in the demo sequence so you'll have to wait a few minutes through the other demos.

DRACONUS: CULT OF THE WYRM

Cheat Codes

At the title screen, press **X**, **Y**, **Y**, **X**, **X**, **Y**, **Y**. You'll hear a special sound effect after entering it correctly. Then, during gameplay, press **START** to pause and enter any of the codes below:

Restore Health—Hold **L** + **R** and press **Left**.
Level Skip—Hold **L** + **R** and press **Down**.
Super Code—Hold **L** + **R** and press **Right**.

EXPENDABLE

Secret Codes

Enter each of the following codes during a game as follows: Press **START** to pause the game, input the code, then press **START** again to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpausing the game. To access the level select, you must return to the main menu after entering the code.

1st Person View—**L**, **Left**, **R**, **Right**, **X**, **X**, **Down**, **Down**, **R**, **L**
Invincibility—**Up**, **Down**, **Left**, **RIght**, **X**, **Up**, **Down**, **Left**, **Right**, **Y**
More Grenades—**Down**, **Down**, **Down**, **Down**, **Down**, **Up**, **Up**, **Up**, **Up**, **R**
More Lives—**A**, **B**, **X**, **Y**, **L**, **R**, **Up**, **Down**, **Left**, **Right**
More Credits—**A**, **B**, **Left**, **A**, **B**, **Right**, **B**, **A**, **Down**, **R**
Level Select—**Up**, **Down**, **Up**, **Down**, **Up**, **Down**, **Left**, **Right**, **Right**, **Y**
Level Skip—**Y**, **Y**, **X**, **X**, **L**, **R**, **Down**, **Down**, **Up**, **Up**
Watch Ending—**L**, **R**, **L**, **R**, **Left**, **Right**, **Left**, **Right**, **Y**, **X**

FIGHTING FORCE 2

Stage Select

At the title screen, press **Left**, **Up**, **X**, **Up**, **Right**, **Y**. You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

FLAG TO FLAG

Rainy Weather

Immediately after selecting a track in arcade mode, hold **L** + **R** + **Down** on the D-pad until the screen fades in. When the race begins, the weather will be rainy.

GIGA WING

Unlock All Gallery Images & Stranger

From the main menu, select "Gallery." Then, press **B**, **X**, **Y**, **B**, **B**, **Y**, **X**, **B**. You'll hear a special sound effect if you entered it correctly. Also, when you start a new game, Shinnosuke's new craft, Stranger, will be available.

GRAND THEFT AUTO 2

Cheat Codes

Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game.

Start with $500,000—M U C H C A S H
Start with $9,999,999—U L T I M A T E
Start with all weapons—B I G G U N S
Start with 99 lives—B I G C A T S
Unlock all levels—S E S A M E
Infinite energy—I N F I N I T Y
No police—L A W L E S S
Start with infinite Double Damage power-up—D B L W A M M Y
Start with infinite invisibility—S C O O B Y D O
Start with Stun Gun & infinite ammo—B I G F R I E S
Start with Flame Thrower & infinite ammo—T O A S T I E S
Blood splats—W O U N D E D
Max respect for all gangs—A L L F R E N D
All pedestrians are Elvis—E R R H U H
Retain weapons even if you get arrested or die—L O S T T O Y S

THE HOUSE OF THE DEAD 2

Display Score

At the title screen—when the words "Press Start" appear—press **Left**, **Left**, **Right**, **Right**, **Right**, **Left**, **Right**, **START** on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

HYDRO THUNDER

Four-Second Boost + Super Start

At the beginning of any race, hold **L** before the countdown begins. When you see the number "3" on the screen, release **L** and hold **R**. When "2" appears, release **R** and hold **L**. When "1" appears, release **L** and hold **R** again. You'll get a four-second boost and a fast start when the race begins.

INCOMING

Cheat Menu

At the main menu, press **Up**, **Down**, **Left**, **Right**, **X**, **Up**, **Down**, **Left**, **Right**, **Y**. A new cheat menu will immediately appear.

LEGACY OF KAIN: SOUL REAVER

Secret Codes

At any time during the game, press **START** to pause, then enter any of the following codes for different effects. You may also hold **R** instead of **L** in the codes below. You'll hear a special sound effect to confirm each code, and they will take effect as soon as you unpause the game.

Restore Health—Hold **L**, press **Down**, **B**, **Up**, **Left**, **Up**, **Left**
Lose Health—Hold **L**, press **Left**, **B**, **Up**, **Up**, **Down**
Max Health—Hold **L**, press **Right**, **B**, **Down**, **Up**, **Down**, **Up**
Restore Magic—Hold **L**, press **Right**, **Right**, **Left**, **Y**, **Right**, **Down**
Max Magic—Hold **L**, press **Y**, **Right**, **Down**, **Right**, **Up**, **Y**, **Left**
All Abilities—Hold **L**, press **Up**, **Up**, **Down**, **Right**, **Right**, **Left**, **B**, **Right**, **Left**, **Down**
Fire Reaver—Hold **L**, press **Y**, **Right**, **Down**, **B**, **Up**
Aerial Reaver—Hold **L**, press **A**, **Right**, **Up**, **Up**, **Y**, **Left**, **Left**, **Right**, **Up**
Kain Reaver—Hold **L**, press **A**, **B**, **Right**, **Y**, **Left**, **Left**, **Right**, **Up**
Fire Glyph—Hold **L**, press **Up**, **Up**, **Right**, **Up**, **Y**, **X**, **Right**
Force Glyph—Hold **L**, press **Down**, **Left**, **Y**, **Down**, **Up**
Stone Glyph—Hold **L**, press **Down**, **B**, **Up**, **Left**, **Down**, **Right**, **Right**
Sound Glyph—Hold **L**, press **Right**, **Right**, **Down**, **B**, **Up**, **Up**, **Down**
Water Glyph—Hold **L**, press **Down**, **B**, **Up**, **Down**, **Right**
Sunlight Glyph—Hold **L**, press **Left**, **B**, **Left**, **Right**, **Right**, **Up**, **Up**, **Left**

MAG FORCE RACING

All Tracks & Vehicles

At the main menu, hold **X** + **Y** and press **Up**, **Left**, **Down**, **Right**, **Right**, **Up**, **Down**, **Right**. If you entered the code correctly, you'll hear a special sound effect.

MARVEL VS. CAPCOM

Secret Characters

Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.

Evil Morrigan—Move the cursor to Zangief, then press:
Left, **Left**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Down**, **Down**, **Down**, **Down**, **Left**, **Left**, **Up**, **Up**, **Up**, **Up**, **Right**, **Left**, **Down**, **Down**, **Down**, **Down**, **Right**, **Right**, **Right**, **Right**, **Up**, **Up**, **Up**, **Up**, **Left**, **Left**, **Down**, **Down**, **Down**, **Down**, **Right**, **Down**, **X**

Roll—Move the cursor to Zangief, then press:
Left, **Left**, **Down**, **Down**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Up**, **Right**, **Up**, **Up**, **Right**, **Right**, **X**

Shadow Lady—Move the cursor to Morrigan, then press:
Up, **Right**, **Right**, **Down**, **Down**, **Down**, **Down**, **Left**, **Left**, **Up**, **Up**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left**, **Down**, **Down**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Up**, **Up**, **Right**, **Right**, **Up**, **Up**, **Left**, **Left**, **Down**, **Down**, **Down**, **Down**, **Down**, **X**

Orange Venom—Move the cursor to Chun-Li, then press:
Right, **Down**, **Down**, **Down**, **Down**, **Left**, **Up**, **Up**, **Up**, **Up**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Up**, **Up**, **Left**, **Left**, **Up**, **X**

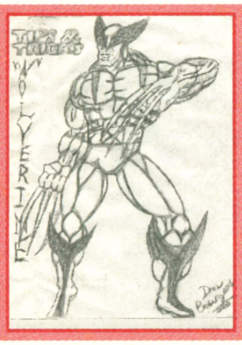
Orange Hulk—Move the cursor to Chun-Li, then press:
Right, **Right**, **Down**, **Down**, **Left**, **Left**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Up**, **Up**, **Up**, **Up**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Down**, **Down**, **Down**, **Down**, **Up**, **Up**, **Up**, **Up**, **Left**, **Up**, **X**

Gold War Machine—Move the cursor to Zangief, then press:
Left, **Left**, **Down**, **Down**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **Up**, **Up**, **Up**, **Up**, **Right**, **Right**, **Left**, **Left**, **Down**, **Down**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Left**, **Left**, **Down**, **Down**, **Right**, **Right**, **Up**, **Up**, **Up**, **Up**, **Up**, **X**

Select Your Special Partner

Normally, the Special Partner is randomly chosen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops.

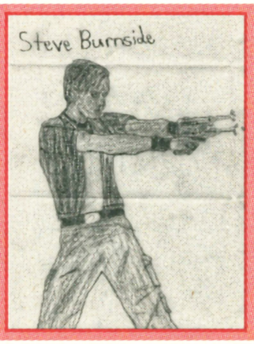
Anita—**START** + Light P. + Medium P. + Heavy P.
Arthur—**START** + Light P. + Medium P.
Colossus—**START** + Light P. + Medium P. + Medium K.
Cyclops—**START** + Light P. + Medium P. + Medium K.
Devilot—**START** + Medium P. + Heavy P.
Iceman—**START** + Medium P. + Medium K.
Jubilee—**START** + Medium P. + Heavy P. + Light K.
Juggernaut—**START** + Light P. + Medium K.
Lou—**START** + Medium P.
Magneto—**START** + Heavy P. + Light K.
Michele Heart—**START** + Light P. + Light K.
Psylocke—**START** + Medium K.
Pure & Fur—**START** + Light K.



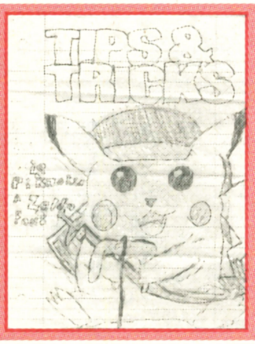
by Garrett Olson, St. Paul, MN



by Patrick Fleming, Copper Cliff, Ontario



by Eric Burk, Aurbendale, FL



by Michael Streb, Warren, OH

Rogue—**START** + Light P. + Medium P. + Heavy P. + Light K.
Saki—**START** + Heavy P.
Sentinel—**START** + Medium P. + Heavy P. + Medium K.
Shadow—**START** + Light P. + Heavy P. + Medium K.
Storm—**START** + Light P. + Heavy P. + Light K.
Thor—**START** + Medium P. + Light K.
Ton Pooh—**START** + Light P. + Heavy P.
Unknown Soldier—**START** + Light P.
U.S. Agent—**START** + Heavy P. + Medium K.

MDK 2

Alternate Costume for Kurt
At the title screen, hold **L** + **R** and press **X**, **X**, **Y**, **X**. You won't get any special confirmation, but after you start a new game and complete the first scenario, Kurt will appear without his coil suit.
Alternate Camera Setting
During gameplay, press **START** to pause, then hold **L** + **R** and press **B**, **A**, **B**, **A**. The new camera setting will take effect after you unpause the game. To return to the original camera setting, enter the code again.

MORTAL KOMBAT GOLD

Cheat Menu
At the title screen, quickly press **Up**, **Up**, **Down**, **Down**, **Left**, **Left**, **Right**, **Right**. You should hear a low chuckle after pressing **Down** the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press **START** to reach the main menu, then press **Block** + **Run** (**L** + **R** in the default control configuration) simultaneously to access the cheat menu.
Secret Characters
With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character:
Sektor—Hold **Block** + **Run**, press **Up**, **Up**, **Up**, **Up**, **Left**, **Left**, **Left**, then press **A**, **B**, **X**, or **Y**
Goro—Hold **Block** + **Run**, press **Up**, then **Left**, then press **A**, **B**, **X**, or **Y**
Noob Saibot—Hold **Block** + **Run**, press **Up**, **Up**, **Left**, **Left**, **Left**, then press **A**, **B**, **X**, or **Y**
View Character Bio Screens
Enter the Kombat Theater screen from the Options menu. You can view the biography screen for each character by highlighting the corresponding photo and pressing the **R** button. This code works whether you've unlocked a particular movie sequence or not.

NBA 2K

Codes
Enter any of the following codes at the "Codes" screen from the "Options" menu.
Unlock Insomniacs Teams—D E V D U D E S
Enable Huge Players—M O N S T E R
Enable Micro Players—L I T T L E G U Y
Enable Doughboy Players—D O U G H B O Y
Enable Squished Players—S Q U I S H Y
Enable Giant Heads—F A T H E A D
Enable Big Feet—B I G F O O T
Enable Huge Basketball—B E A C H B O Y S
Enable Ouchy Coaches—C O A C H O U C H
Secret Message—H I M O M

NBA SHOWTIME: NBA ON NBC

Choose Your Court
After selecting a team, you can also select which court to play on. Hold the following button combinations down immediately after selecting the second player on your team. You'll hear a special sound effect confirming a correct code.
Left Team's Court—**Up** + Turbo
Right Team's Court—**Down** + Turbo
Street Court—**Left** + Turbo
Island Court—**Right** + Turbo
Midway Court—**Up** + Shoot + Pass
NBC Court—**Down** + Shoot + Pass
Secret Codes
At the match-up game just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump, and Pass buttons followed by a direction on the D-pad. For example, to activate the "ABA Ball" code, (2-3-2-Right) press Turbo twice, Jump three times, Pass twice, then press **Right**. A message will appear to confirm each code. Note: Some codes will not work in a two-player game unless both players enter the code. The codes that change the weather only work on outdoor courts.
No Hotspots—2-0-1-Up
Tournament Mode—1-1-1-Down
Show Shot %—0-0-1-Down
Show Hotspot—1-0-0-Down
Big Heads—2-0-0-Right
ABA Ball—2-3-2-Right
Team Uniform—4-0-0-Right
Home Uniform—4-1-0-Right
Away Uniform—4-2-0-Right
Alternate Uniform—4-3-0-Right
Midway Uniform—4-0-1-Right
Snow—1-2-1-Left
Blizzard—1-3-1-Left
Rain—1-4-1-Left
Fog—1-2-3-Up
Night Fog—1-2-3-Left
Thick Fog—1-2-3-Down
Swamp Fog—1-2-3-Right

NFL 2K

Secret Codes
Enter any of the following codes at the "Codes" screen from the "Options" menu:
L A R D—Fat players
S Q U E E K Y—Announcer's voice is higher pitched and faster
T U R B O—"Turbo" game speed in the Game Options screen becomes selectable
D E D M A N—"SloMo" game speed in the Game Options screen becomes selectable
S U P E R S T A R S—"Super Stars" team becomes selectable
S C R A W L—Different screen font

NFL BLITZ 2000

Secret Codes
At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "Headless Team" code (1-2-3-Right), press Turbo once, Jump twice and Pass three times, then press **Right** on the D-pad. A message will appear to confirm each code.
Big Head—2-0-0-Right
Huge Head—0-4-0-Up
Team Big Heads—2-0-3-Right
Headless Team—1-2-3-Right
No Head—3-2-1-Left
Big Football—0-5-0-Right
Hide Receiver Name—1-0-2-Right
Field: Wet—5-5-5-Right
Weather: Clear—2-1-2-Left
Field: Muddy—5-2-5-Down
Unlimited Throw Distances—2-2-3-Right
Super Passing (2-player agreement)—4-2-3-RIght
No CPU Assistance (2-player agreement)—0-1-2-Down
No Random Fumbles—4-2-3-Down
No Highlighting on Target Receiver—3-2-1-Down
No Punting—1-5-1-Up
No Interceptions—3-4-4-Up
No First Downs—2-1-0-Up
No Play Selection (2-player agreement)—1-1-5-Left
Invisible—4-3-3-Up
Smart CPU Opponent (in a 1-player game)—3-1-4-Down
Show More Field (2-player agreement)—0-2-1-Right
Show Field Goal %—0-0-1-Down
Tournament Mode (in a 2-player game)—1-1-1-Down
Power-up Offense—3-1-2-Up
Power-up Defense—4-2-1-Up
Power-up Teammates—2-3-3-Up
Power-up Speed (2-player agreement)—4-0-4-Left
Power-up Blockers—3-1-2-Left
Infinite Turbo—5-1-4-Up
Late Hits—0-1-0-Up
Super Blitz (2-player agreement)—4-4-4-Up
Deranged Blitz (in a 1-player game)—2-1-2-Down
Ultra Hard Blitz (in a 1-player game)—3-2-3-Up
Super Blitzing—0-4-5-Up
Hyper Blitz (2-player agreement)—5-5-5-Up
Fast Passes—2-5-0-Left
Fast Turbo Running—0-3-2-Left
Super Field Goals—1-2-3-Left
Allow Stepping Out of Bounds—2-1-1-Left
Always QB—2-2-2-Left
Red, White and Blue Ball—3-2-3-Left
Unidentified Ball Carrier—5-2-2-Down

NFL QUARTERBACK CLUB 2000

Cheat Passcodes
Enter any of the following cheats at the "Enter Cheat" screen from the main menu. You'll hear a ringing sound effect after entering a code correctly.
Rugby mode—r g b y
Slow motion mode—f r r s t g m p
More fumbles—b t t r f n g r s
More injuries—h s p t l
Big football—b c h b l l
Jelly football—f l b b r
Smoking players—h s n f r
Thin players—t t h p c k
Fat players—m r s h m l l w
Giant coin at coin toss—b g m n y

NHL 2K

Big Head Mode + Unlock Black Box Team
Plug a controller into port D and turn on the game. When the Black Box logo appears before the title screen, hold **L** + **R** and quickly press **B**, **B**, **X**. After inputting it correctly, you'll hear a voice say "Oh, Black Box baby." When you start a game, all the players except for goalies will have big heads. Additionally, the secret Black Box team will become selectable.

NIGHTMARE CREATURES 2

Cheat Menu
At any time during gameplay, press **START** to pause, then hold **L** + **R** and press **Left**, **B**, **X**, **Left**, **B**, **X**, **Left**, **B**, **X**, **A**, **X**. If you enter the code correctly the "Cheats" menu will immediately appear.
Full Health
At any time during gameplay, hold **X** + **Y** and press **B** to restore all your health.

PLASMA SWORD

Secret Characters
At the character-select screen, press the following button combinations to temporarily unlock the corresponding character.
Kaede—Move the cursor to Rain, then press **Down**, **Down**, **Left**, **Left**, **Up**. Kaede will appear in the upper left corner.
Rai-On—Move the cursor to Byakko, then press **Up**, **Down**, **Left**, **Left**, **Right**, **Left**, **Up**. Rai-On will appear in the upper right corner.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words.
RUMBLE POWER—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked.
RUMBLE BUMBLE—Silver Class. In Arcade mode, Kemo Claw and Bruce Blade are also unlocked.
MOSMA!—Gold Class. In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.
POD 5!—Champ Class. In Arcade mode, all boxers are also unlocked.
Two-Player Ring Codes
In two-player arcade mode, you can choose which ring you'd like to fight in. The first player must hold the following button combinations down while both players select a boxer:
R—Championship arena
L—Two tier arena
R + **L**—Gym
Change Costume Colors
At the boxer selection screen, press **X** + **Y** to change the currently-selected boxer's colors.
Change Cornerman's Voice
The cornerman's voice is usually randomly selected, but you can choose it at the boxer selection screen by holding the **X** button and pressing a direction on the D-pad before selecting your boxer. You'll hear a special sound effect when you press the D-pad.
X + **Up**—Irish accent
X + **Left**—New York accent
X + **Right**—African-American accent
X + **Down**—Hispanic accent
Also, to change the voice to a high-pitched version of the Irish accent, hold **L** + **R** + **X** until you hear a special sound effect.

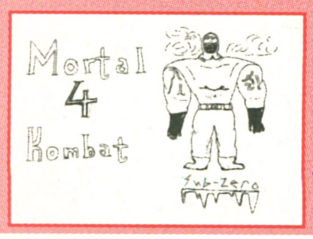
SEGA RALLY 2

30 FPS Mode
At the title screen, press **Up**, **A**, **Down**, **Down**, **Left**, **Right**, **B**, **B**, **Up**. You'll hear a sound effect to confirm. During races, the game's maximum "frame rate" will be reduced to a constant level. (In general terms, the animation of objects and backgrounds appears smoother when a game's "frame rate" is higher; however, the frame rate may drop when there are too many objects on the screen.)
Remove Effects and Backgrounds
At the title screen, press **Up**, **A**, **Down**, **Down**, **Left**, **Right**, **B**, **B**, **Down**. You'll hear a sound effect to confirm. During races, all background objects—like animals and people—will be removed, as well as some graphics effects like splashing mud. This helps the frame rate to stay at a higher level.

SLAVE ZERO

Invincibility
In the middle of a game, hold **L** + **R** and press **B** on the controller plugged into port B. You'll hear a special sound effect and the words "God Mode Enabled" will appear on the screen. Repeat the code to disable it.

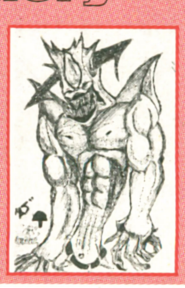
TIPS & TRICKS Reader Art Gallery

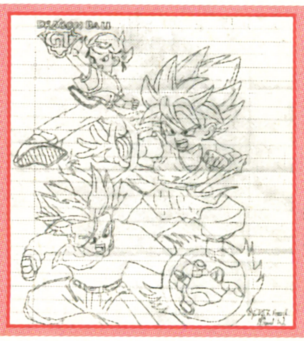


by Kyle Norton, Rockport, TX



by Donald Hickok, Satsuma, FL


by Alex Magallan "AJ", Grandview, WA


by Miguel Wilkerson, Colorado Springs, CO

Extra Items
At any time during a game, hold **L + R** and press the **X** button on the controller plugged into port B. Five items will materialize in front of you. You may repeat this code as many times as you like.
Reduce Enemy Attacks
At any time during a game, hold **L + R** and press **A** on the controller plugged into port B. You'll hear a special sound effect and the words "AI Firing Disabled" will appear on the screen. Now the enemies are less aggressive. Repeat the code to disable it.

SONIC ADVENTURE

Hidden Chao Puzzle VMU Game
Connect a controller with a VMU in its first slot to port D before turning on your Dreamcast with Sonic Adventure installed. You'll be able to play a hidden VMU game called *Chao Puzzle* on that controller when you start a game.

SOUL FIGHTER

Secret Codes
At the title screen, hold **Left + Y**. Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you may enter any of the codes below: After entering a correct code you'll hear a special sound effect.
Extra energy—A B X X Y A
Max. weapons—X A A Y B B
Level 2—A A B X Y A
Level 3—X A Y A A B
Level 4—Y Y B A X A
Level 5—B A B X X Y
Level 6—X A X B Y Y
Level 7—A B X B Y B
Level 8—Y B B A X Y
Level 9—B Y A A X B
Level 10—X A B B A X
Level 11—Y B Y X A B
Level 12—X B A X B Y

SPEED DEVILS

Cheat Codes
Enter the following codes at any time during a game. The words "Cheat Code Notification" will appear on the screen after entering a correct code.
Unlock cars and tracks—**B, Right, B, Right, Up, B, Up**
Infinite nitro—**Down, Up, Down, Up, A, X, A**
Skip current class (Championship Mode only)—**Down, Right, Down, Right, A, X, A**
Gain $100,000 (Championship Mode only)—**A, Right, A, Right, Up, B, A**

STREET FIGHTER ALPHA 3

Play as Shin Akuma
At the character selection screen, move the cursor to Akuma, then hold **START** and press **A**.

STREET FIGHTER III DOUBLE IMPACT

Extra Options
From the main menu of either *Street Fighter III* or *Street Fighter III 2nd Impact*, hold **L + R**, move the cursor to "Option," then press **START**. Next, without letting go of **L + R**, press **Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right, Right**. If you input the code correctly, a new item called "Extra Option" will appear.

STRIKER PRO 2000

Unlock All Teams
At the main menu, press **Up, Up, Right, Right, Y, Y, Y**. If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out.
Manual Ball Control
At any time during gameplay, press the **START** button to pause the game, then press **Up, Up, Down, Down, Left, Left, Right, Right, L, L, L, R, L, R, L**. If you do this, the cursor will move through a few different menus, but don't worry. You'll hear a special sound effect after entering the code correctly. Now, after pressing the **START** button again to unpause, you may hold down **L + R** and press **Left** or **Right** at any time to change the direction of the ball.

TEST DRIVE 6

Secret Codes
From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation from the game after entering a correct code. The codes will still be in effect even if you back all the way out to the main menu.
Unlock all tracks—E R E R T H
Unlock all cars—D F G Y
Unlock all Challenges—P O I O P
Unlock "Stop The Bomber"—R F G T R
Freeze time limit—F F O E M I T
6,000,000 credits—A K J G Q

TNN MOTORSPORTS HARDCORE HEAT

Secret Codes
Enter any of the following codes at the Mode Select screen. You'll hear a special sound effect after entering a correct code.
Unlock LE-2001—**Y, X, Right, Left, Right, Left, Down, Down, Up, Up**
Unlock T4 jet aircraft—**Left, Right, Down, X, X, X, X**
Random weather in Time Attack—**R, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y**

TOKYO EXTREME RACER

Max Speed Display
In Quest mode, at the "Assist" screen just before beginning a race, press **Y** and you'll hear a special sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will be displayed at the top of the screen.
Other Car Mark
In Quest mode, at the "Assist" screen just before beginning a race, press **L** or **R** to toggle the "Other Car Mark," which simply will display a yellow arrow labeled "O" above all non-rival cars you'll encounter.

TONY HAWK'S PRO SKATER

Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the codes below. If you input a code correctly. the pause menu will shake back and forth. If you cannot see the code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it appears locked.
Unlock levels, boards, videos & Officer Dick—Hold **L** and press **B, Right, Up, Down, B, Right, Up, X, Y**
Unlock levels—Hold **L** and press **Y, Right, Up, X, Y, Left, Up, X, Y**
Infinite Special—Hold **L** and press **A, Y, B, Down, Up, Right**
Big head mode—Hold **L** and press **X, B, Up, Left, Left**
Slow motion—Hold **L** and press **X, Left, Up, X, Left**
Unlock "Skip to Restart" in pause menu—Hold **L** and press **X, B, A, Up, Down**
Unlock Private Carrera
First unlock Officer Dick, either by normal means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press **START** to pause, then hold **L** and press **Y, Up, Y, Up, B, Up, Left, Y**. Then, exit back out to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer Dick.

TOY COMMANDER

Secret Codes
While in the middle of a mission, press **START** to pause the game and enter any of the following codes. You'll hear a special sound effect when you press the last button of each code.
Max. Fuel—Hold **L**, press **B, Y, A, X, B, X**
Repair Toy—Hold **L**, press **A, X, B, Y, A, Y**
Power-Up Machine Gun—Hold **L**, press **B, A, Y, X, A, B**
Power-Up Special Weapon—Hold **L**, press **X, A, Y, B, A, X**
99 Special Weapons—Hold **L**, press **A, B, X, Y, B, A**
Unlock All Missions—Hold **L**, press **A, Y, X, B, Y, X**

TRICKSTYLE

Cheat Codes
Enter the following codes at the "Cheats" screen under the "Options" menu:
T E A R O U N D—Always win
I W I S H—Infinite time
T R A V O L T A—Power-up moves (all special moves unlocked)
C I T Y B E A C O N S—Win everything (all races unlocked)
I N F L A T E D E G O—Big heads

VIGILANTE 8: 2ND OFFENSE

Secret Codes
Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code.
Unlock all characters—LLA_KCOLNU
Maximum stats—LLA_DORTOH
Invincibility—ELBICNIVNI
Faster firing rate—RAPID_FIRE
Slower gameplay—GO_SLOW_MO
Higher suspensions—JACK_IT_UP
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Quick start in Arcade Mode—QUICK_PLAY
Play alone in Arcade Mode—HOME_ALONE
Hover higher—HI_CEILING
Unlock original V8 levels—OLD_LEVELS
No gravity—NO_GRAVITY
Big wheels—GO_MONSTER
Watch all endings—LONG_MOVIE
No wheel attachment icons—DRIVE_ONLY
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Select same cars in multi-player—MIXED_CARS

VIRTUA FIGHTER 3TB

Fight Against the Alphabet Character
At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press **START**. Then move the cursor to Lau and press **START**. Next, move the cursor to Pai, hold **START** and press **X**.
Play as the Alphabet Character
At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press **START**. Then move the cursor to Lion and press **START**. Next, move the cursor to Pai and press **START**. Select any character to play as and he/she will appear as the alphabet character.
Play as Dural
At the character select screen, press **Down, Up, Right, Left, START**; Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

VIRTUA STRIKER 2

Secret Teams
Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press **START**. Then, move the cursor to the next team specified, and press **START** again. When you press **START** for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.
Team F.C Sega—France, Chile, South Africa, England, Germany, Argentina.
Team MVP Yuki Chan—Yugoslavia, USA, Korea, Italy.
Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold **START** and press **A**.

WACKY RACES

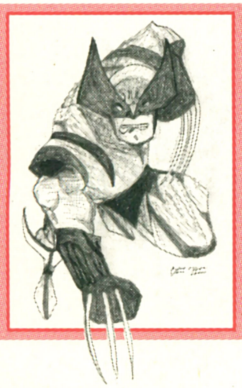
Cheat Codes
At the beginning of a game, drive into the "Wacky Races" sign, which will be right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code.
All Challenges & Tracks—W A C K Y G I V E A W A Y
All Cars—W A C K Y S P O I L E R S
All Abilities—B A R G A I N B A S E M E N T
Super Difficult Mode—C R A C K E D N A I L S

WILD METAL

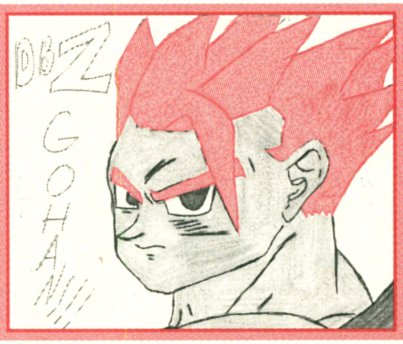
Cheat Codes
Enter these codes anytime during gameplay using the D-pad (not the analog joystick):
Invincibility—**Y, Right, B, Left, X, Down**
Full health—**Down, Down, A, X, B, X**
All weapons—**A, A, Right, Y, A, Right**
Speed boost—**Up, X, Down, B, A, Y**
Show all Power Core locations—**Y, B, A, Left, Down, Down**
Enemies don't attack—**B, Down, A, Down, X, Y**

ZOMBIE REVENGE

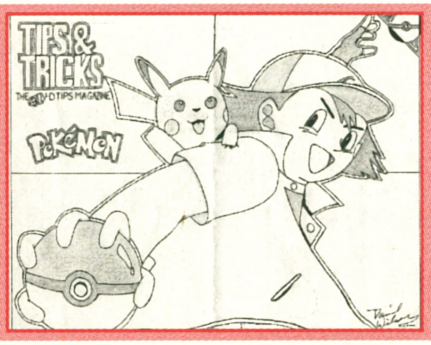
Fighting Mode Stage Select
At the Fighting Mode screen, hold **START** and press **A**. A stage select screen will appear before the character selection screen.
Alternate Costume
At the character select screen, hold **START** and press **B**. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.



by Garrett Olson, St. Paul, MN



by Brandon Lee Toles, Toledo, OH



by Daniel Wilson, Williamsville, IL



Codes for use with InterAct Game Products' GameShark Video Game Enhancers

PlayStation

Circuit Pro Bowling 2

800132A54-0006 — Maximum Accuracy
80132A68-0006 — Maximum Power
80132A7C-0006 — Maximum Spin

Covert Ops: Nuclear Dawn

80010402-1000 — Infinite Health
E001045D-002C + 3001045C-00FF + E001045F-002C + 3001045E-00FF + E0010461-002C + 30010460-00FF + E0010463-002C + 30010462-00FF + E0010465-002C + 30010464-00FF + E0010467-002C + 30010466-00FF + E0010469-002C + 30010468-00FF + E001046B-002C + 3001046A-00FF — Infinite Ammo Handgun
E001045D-0031 + 3001045C-00FF + E001045F-0031 + 3001045E-00FF + E0010461-0031 + 30010460-00FF + E0010463-0031 + 30010462-00FF + E0010465-0031 + 30010464-00FF + E0010467-0031 + 30010466-00FF + E0010469-0031 + 30010468-00FF + E001046B-0031 + 3001046A-00FF — Infinite Ammo Machine Gun
E0010469-0035 + 30010468-00FF — Infinite Ammo Assault Rifle
E0010469-0036 + 30010468-00FF — Infinite Ammo Grenade Launcher

Excalibur 2555 A.D.

D0089E5AF-3FFB + 8007305C-0003 — Press R1+L1 to Skip level
D008F4D0-0001 + 801222E8-1000 — Infinite Health-Level 1
D008F4D0-0002 + 80132688-1000 — Infinite Health-Level 2
D008F4D0-0003 + 80125B98-1000 —Infinite Health-Level 3
D008F4D0-0004 + 80125250-1000 — Infinite Health-Level 4
D008F4D0-0005 + 80111578-1000 — Infinite Health-Level 5
D008F4D0-0006 + 80125450-1000 — Infinite Health-Level 6
D008F4D0-0007 + 80123A08-1000 — Infinite Health-Level 7
D008F4D0-0008 + 801160B8-1000 — Infinite Health-Level 8
D008F4D0-0009 + 80110ABC-1000 — Infinite Health-Level 9
D008F4D0-000A + 8012D944-1000 — Infinite Health-Level 10
D008F4D0-000B + 801323EC-1000 — Infinite Health-Level 11
D008F4D0-000C + 80120F5C-1000 — Infinite Health-Level 12
D008F4D0-000D + 800E1F80-1000 — Infinite Health-Level 13

Jumping Flash 2

D004BA4E-FFEF + 80187C64-0006 + D004BA4E-FFEF + 801822F0-0001 + D004BA4E-FFEF + 801EB6EA-0003 + D004BA4E-FFEF+ 801EB6EC-0004 + D004BA4E-FFEF+ 801EB6EE-0002 + D004BA4-EFFEF+ 801EB6F0-0005 + D004BA4E-FFEF + 801EB6F2-0001 + D004BA4-EFFEF+ 80187E64-0006 + D004BA4E-FFEF + 801822F0-0001 + D004BA4EFFEF + 801EB6EA-0003 + D004BA4E-FFEF + 801EB6EC-0004 + D004BA4-EFFEF + 801EB6EE-0002 + D004BA4-EFFEF + 801EB6F0-0005 + D004BA4E-FFEF + 801EB6F2-0001 —L1 + R1 To Enable Extra AI In Options Menu
D001534C-0000 + 8001534C-0002 + D001534C-0003 + 8001534C-0005 + D001534C-0006 + 8001534C-0008 + D001534C-0009 + 8001534C-000B + D001534C-000C + 8001534C-000E + D301534C-000F+ 8001534C-0011 — Play Only Boss Levels

Legend of Dragoon

5000FF01-0001 + 300BADB0-0000 — Have All Items(everyone)
800BAC5C-05F5 + 800BAC5E-E0FF —Max Money(everyone)
8005A368-0001 — Save Anywhere(everyone)
50001201-0001 + 300BAD64-00FF — Have All Goods(everyone)
300BAC64-0063 — Max Star Dust

Legend of Legaia

D007B7C0-0002 + D007B83C-0003 + 8007B83C-0000 —Press R2 for Debug Mode
5000FF02-0001 + 30085908-0000 + 5000FF02-0000 + 30085909-00FF —Max Items/Infinite Items

Vanguard Bandits

50000308-0000 + 80007606-2400 + 80007600-0001 + 80007602-1680 + 80007608-8511 + 8000760A-0800 + 80007610-852D + 80007612-0800 + 8002143C-1D80 + 8002143E-0800 + 80021440-1570 + 80021442-9602 — Infinite Health
50000D03-0001 + 300B7C94-0000 + 50001103-0001 + 300B7CBB-0010 + 50001E03-0000 + 300B7C95-0063 — All Weapons
50001C03-0001 + 300B7D54-0000 + 50001C03-0000 + 300B7D55-0063 — All Stones
50001303-0001 + 300B7CB4-0001 + 50001303-0000 + 300B7CF5-0063 —All Amulets

Nintendo 64

Kirby 64: The Crystal Shards

DE000400-0000 — Enable Code
800D6F4F-0003 — Infinite Lives
800D6E50-40C0 — Infinite Health
D1098AB4-2000 + 810D6E60-0000 + D1098AB42-0000 + 810D6E62-001E — Hit Z for Max Stars

Game Boy

X-Men Mutant Academy

012B-33C8 + 012B-35C8 — P1: Infinite Health
012B-30C8 + 012B-32C8 —P1: Max Rage Gauge
0100-30C8 + 0100-32C8 —P1: No Rage Gauge
0100-33CA + 0100-35CA —P1: Ultra Quick Win!
012B-33CA + 012B-35CA — P2: Infinite Health
012B-30CA + 012B-32CA —P2: Max Rage Gauge
0100-30CA + 0100-32CA —P2: No Rage Gauge

X-Treme Sports

01C8-FDC8 + 0101-FEC8 —Max Medals
0109-F7C8 + 0109-F8C8 + 0109-F9C8 + 0109-FAC8 + 0109-FBC8 — Max Points

Dreamcast

Evolution 2

57FF79FB000-000F0 — Infinite Cash
42BA10720000-270F + FDE9993D0000-270F —Max HP Mag
B20635370000-270F + 886382BA0000-270F —Max HP Linear
8BC382BA0000-270F + 4F4A10730000-270F — Max HP Gre
B46635370000-270F + DA788C650000-270F —Max HP Pepper

Incoming

5B6F61600000-2000 — Infinite Lives
425A01570000-FFFF — High Score

Marvel vs. Capcom 2

9C88C6C9F8FF-FFFF + E2B7D4AA7FFF-FFFF + 7B051F3CF8FF-FFFF + C36B2BC67FFF-FFFF —Unlock All Characters
608B65050000-6363 — Max Experience
CE7BE8560000-0090 — P1 Infinite Health
A6435E3D0000-0090 — P2 Infinite Health
9CB004B30000-270F — Infinite Points
B86635260000-0090 — Infinite Health P1 Partner a
9B88055F0000-0090 — Infinite Health P1 Partner b
886382A90000-0090 — Infinite Health P2 Partner a
75D5DCA50000-0090 — Infinite Health P2 Partner b

Midway's Greatest Arcade Hits Vol. 1

3BE11BD30000-0102 — Inf. Lives P1 (Robotron Only)
25675CD10000-0102 — Inf. Lives P2 (Robotron Only)
9A68356C0000-0200 — Inf. Lives P1 (Defender Only)
DB50BC440000-0102 — Inf. Lives P2 (Defender Only)
C5D3D8630000-0301 — Inf. Smart Bombs P1 (Defender Only)
DB68BC440000-0A03 — Inf. Smart Bombs P2 (Defender Only)
9C08356C0000-0400 — Inf. Lives P1 (Joust Only)
54EF48CC0000-0400 — Inf. Lives P2 (Joust Only)
52FF48C30000-0102 — Inf. Lives P1 (Defender 2 Only)
670B54D50000-0200 — Inf. Lives P2 (Defender 2 Only)
520748C30000-1E03 — Inf. Smart Bombs P1 (Defender 2 Only)
9B3035630000-0301 — Inf. Smart Bombs P2 (Defender 2 Only)

Mr. Driller

607B6B130000-000A — Infinite Lives
BCA63ADE0000-FFFF — Infinite Air
6D1B6B120000-FFFF — High Scoring

South Park Rally

FBCDD3030000-0005 — Infinite Credits
D6A846B5FFFF-FFFF — All Cheats And Characters
37A1212D0000-FFFF — Enable All Races
474A1AA30000-FFFF — All Tracks Except Gridiron

Street Fighter III Double Impact

46420CD20000-0064 — Infinite Time (New Gen Only)
84CB9E000000-00A0 — Infinite Health P1 (New Gen Only)
CF03F4E70000-00A0 + CF03F4E70000-0001 — Infinite Health P2 (New Gen Only)
AAEB4E8B0000-00A0 — Infinite Health P1 (2nd Impact Onlyl)
81BB92190000-00A0 — Infinite Health P2 (2nd Impact Onlyl)
585F6B2C0000-0064 — Infinite Time (2nd Impact Onlyl)

Street Fighter Alpha 3

DA28802F0000-0090 — Infinite Health P1
DA2B802FC070-5033 + DA28802F0000-0001 — One Hit Death P1
9BD80AF80000-0090 — Infinite Health P2
9BDB0AF8C070-5033 + 9BD80AF80000-0001 — One Hit Death P2
C9E3E4080000-0090 — Max Power P1
70CDD30D0000-0090 — Max Power P2
CA1B24080098-967F — Max Exp World Tour Mode
11D4D6BD0098-967F — Max X-Ism Exp World Tour Mode
492ADFE50098-967F — Max Exp For A-Ism World Tour Mode
9938CADB0098-967F — Max Exp For V-Ism World Tour Mode

Super Magnetic Neo

1B1F1FAEC070-5041 + 1B1C1FAE0000-0032 — Extra Zebi Coins
BD4E33B20000-0063 — Infinite Lives

Tech Romancer

4CE2124F0000-00F0 — Infinite Funds
E88715160000-0000 — No Damage P1 + P2
6B9326C30000-0064 — Infinite Armor P1
82BFC0820000-0064 — Infinite Armor P2
70819E800000-0028 — Max Special Power P1
A95F1C130000-0028 — Max Special Power P2
C8ABAA7A0000-0001 + A91B1C130000-0001 —One Win Needed P1
363969C50000-0001 + A92F1C130000-0001 — One Win Needed P2—

Wacky Races

D27881090000-000A — P1 Inf Tokens-Battle Arena
F02DD6170000-0005 — Infinite Retries, Wacky Cup
8E938D7E0000-03FF — Always Have 10 Muttleys

TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (323) 651-3042 or write to us at *Tips & Tricks Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *Tips & Tricks*. Players—show this page to your local arcade owner/operator and spread the word!

Some scores provided by:
The Official Electronic Games Scoreboard ™
TWINGALAXIES
www.twingalaxies.com

TILT

8700 NE Vancouver Mall Drive • Vancouver, WA 98621 • (360) 260-3469

GAME	HI SCORE	NAME
Time Crisis II (solo)	783,500	ATK
Silent Scope II	488,500 (94%)	NEJ
Tekken Tag Tournament	34 wins	TOM

SHATTO 39 LANES

3255 W. 4th St • Los Angeles, CA 90020 • (213) 385-9475

GAME	HI SCORE	NAME
Marvel vs. Capcom 2	9,769,489,500	J.R. Rodriguez
Marvel vs. Capcom 2	2,688,846,400	MILTON
Marvel vs. Capcom 2	2,496,700,000	JULIO
Marvel vs. Capcom 2	12 wins	MORRO
Marvel vs. Capcom 2	10 wins	George Posadas
Street Fighter III: 3rd Strike	9,886,700	J.R. Rodriguez
Street Fighter III: 3rd Strike	7,684,800	ADOLFO
Street Fighter III: 3rd Strike	5,248,900	JONATAN
Street Fighter III: 2nd Impact	9,999,900	J.R. Rodriguez
Street Fighter III: 2nd Impact	2,466,600	OZZY

ALL AMUSEMENT CENTER

201 E. Magnolia Blvd #128 • Burbank, CA 91502 • (818) 557-6558

GAME	HI SCORE	NAME
Street fighter III: 2nd Impact	23 wins	Michael Parker
Star Wars Racer (Normal)	3:19'529	MMJ
Star Wars Racer (Easy)	3:02'072	MMJ
Star Wars Racer (Hard)	2:42'456	MMJ
Star Wars Racer (Expert)	4:43'768	RBV
Hip Hop Mania Complete Mix	391,332	DJ TRNX
Hip Hop Mania Complete Mix	364,326	DK KRU

JOHNNY ZEE'S ARCADE

STATION B • Victoria, British Columbia, CANADA • V8R 6S8 • (250) 384-3077

GAME	HI SCORE	NAME
Virtua Cop	4,223,800	KEV
Stargate (pinball)	999,000,000	JET
Star Wars Trilogy (pinball)	2,824,400	TIM
Top Skater (Beginner)	666,803	RAK
Time Crisis (solo)	1,015,240	???
San Francisco Rush (track 1)	2'18"88	Victor
Silent Scope	766,100	Victor

SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
Gauntlet Legends (Wizard)	Level 99 x 9	Ari Weintraub
Marvel vs. Capcom 2	211 wins	Ari Weintraub
Tekken Tag Tournament	97 wins	Ari Weintraub
Top Skater	549,941	SRB
Marvel vs. Capcom 2	23 wins	JackdaFob
Marvel vs. Capcom 2	17 wins	Floe

OUTER LIMITS

3101 North Main Street • Anderson, SC 29621 • (864) 225-1571

GAME	HI SCORE	NAME
Soul Caliber	2:35.23	ABA
Tekken Tag Tournament	2:39.10	BOB
Marvel vs. Capcom 2	79,222,830	Zack Webster
Marvel vs. Capcom 2	67,414,742	DRW
Crazy Taxi	$7,414.00	OGU
Wave Runner (Beginner)	2:27'85	DVP
Silent Scope	72,417 (75%)	Tony Callaham
Mortal Kombat 4	53 wins	BOB
Blitz '99 (Overall Record)	354-2	ZEE

THE DUNGEON

1371 West Tunnel Blvd • Houma, LA 70360 • (504) 872-1203

GAME	HI SCORE	NAME
Cruis'n Exotica (all tracks)	18:00'10	Wayne Folse
Cruis'n Exotica (Atlantis)	1:26'40	Wayne Folse
Cruis'n Exotica (India)	1:10'84	Wayne Folse
Cruis'n Exotica (Ireland)	1:26'59	Wayne Folse
Cruis'n Exotica (Hong Kong)	1:31'05	Wayne Folse
Cruis'n Exotica (Sahara)	1:14'89	Wayne Folse
Cruis'n Exotica (Holland)	1:38.73	Wayne Folse
Tekken 3 (Yoshimitsu)	1:42'35	Eric Candies
Tekken Tag Tournament	4:05'51	Sean"Candyman"

CIRCUS ARCADE
1201 Paul Bunyan Dr. NW • Bemidji, MN 56601 • (218) 751-7733

GAME	HI SCORE	NAME
Area 51	303,650	Ben Ramsayer
Area 51	292,600	Ben Ramsayer
Area 51	279,750	Ben Ramsayer
Cruis'n Exotica (Alaska)	1:33'31	Terry Kirk
Cruis'n Exotica (Mars)	1:40'28	Terry Kirk
Cruis'n Exotica (India)	1:20'35	Terry Kirk

ALADDIN'S CASTLE
8300 Sudley Road Space F-12 • Manasas, VA 20109 • (703) 330-0174

GAME	HI SCORE	NAME
Hydro Thunder (Thunder Park)	1:47'53	CEP
Hydro Thunder (NY Disaster)	1:49'03	JAY
Hydro Thunder (Lost Island)	1:38'36	JAY
Hydro Thunder (Far East)	1:56'53	PGT
Hydro Thunder (Lake Powell)	2:00'59	CEP
Cruis'n World (Germany)	1:39.74	Paul Tholen
Cruis'n World (Italy)	1:41.98	Paul Tholen

HI 5 NICKEL ARCADE
1336 Saratoga Ave. • San Jose, CA 95129 • (408) 557-0755

GAME	HI SCORE	NAME
Cruisin' Exotica	54 1st Place Medals	Tony Pogue
Hip Hop Mania	389,922	Michael Garcia
Marvel vs. Capcom	823,467,101	Wayne)
Total Vice	187,500	Branden Weber
Tekken Tag Tournament	8 wins	Andy Hong
Top Skater	583,077	"Ravestrike"
South Park (pinball)	214,592,050	Ken Wong

FRIAR TUCK'S GAMEROOM
674 River Oaks Drive • Calumet City, IL 60409 • (708) 891-1444

GAME	HI SCORE	NAME
Crazy Taxi	$83,494.05	JAC
Crazy Taxi	$83,485.90	JAC
Tekken Tag Tournament	1:31'93	FJA
Tekken Tag Tournament	50 wins	PNP
Tekken Tag Tournament	43 wins	PRK
Time Crisis II (solo)	993,800	7JA
Tetris	999,978	PAS
Galaga	110,480	GGC

TIME OUT
201 Lehigh Valley Mall • Whitehall, PA 18052 • (610) 264-8802

GAME	HI SCORE	NAME
Star Wars Trilogy	1,599,800	Brian Slapinsky
Hydro Thunder (NY Disaster)	1:53'29	Jason Banus
Hydro Thunder (Lost Island)	1:40'00	Jason Banus
Marvel vs. Capcom	972,800	Jason Banus
Point Blank (Beginner)	109,135	Frankie Saez
Tekken 3 (Xiaoyu)	2:32.38	Robert Grube
Marvel vs. Capcom	2,935,300	Harry Liu

ALL AMUSEMENT CENTER
7888-1 Van Nuys Blvd • Van Nuys, CA 91402 • (818) 756-0550

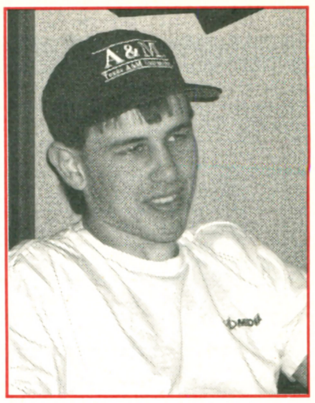
GAME	HI SCORE	NAME
Tekken Tag Tournament	61 wins	George Alfonso
Tekken Tag Tournament	2:03'00	SOO
Tekken 3	36 wins	Mark Jingco
Hip Hop Mania (Random Mode)	597,461	Mark Jingco
Hip Hop Mania (Easy)	606,597	Derrick Espinoza
Marvel vs. Capcom 2	70 wins	James Kim
Marvel vs. Capcom 2	9 wins	Lon Casino
Marvel vs. Capcom 2	6 wins	Andrew Go

LASER QUEST
224 Bolivar Street • Lexington, KY 40508 • (859) 225-1742

GAME	HI SCORE	NAME
Maximum Force	209,750	MBW
Hydro Thunder (Far East)	1:51'49	RPN
Hydro Thunder (Lost Island)	1:41'06	RPN
Hydro Thunder (Arctic Circle)	1:48'59	RPN
Hydro Thunder (Lake Powell)	1:56'18	RPN
Hydro Thunder (NY Disaster)	1:54'96	RPN
Hydro Thunder (Greek Isles)	1:45'99	RPN
Revolution X	1,415,000	MSJ
Gauntlet Dark Legacy (Sorceress)	Level 50	MSJ

TIME-OUT
3661 Eisenhower Pkwy • Macon, GA 31212 • (912) 474-2511

GAME	HI SCORE	NAME
Point Blank 2 (Beginner)	107,538	George Stowe
Point Blank 2 (Beginner)	82,494	Cody Rhodes
Marvel vs. Capcom	1,129,500	Daniel Maynard
Hydro Thunder (Lost Island)	1:46.683	Christopher Musser
Hydro Thunder (Lost Island)	1:55.03	Larry Hixon
Hydro Thunder (Greek Isles)	1:51.13	Steven Whitehouse
Hydro Thunder (New York Disaster)	2:01.03	Christopher Musser



HINT HOTLINES

If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.

2) Check this page to see if that company has a tip hotline that you can call for advice!

3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.

4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.

5) Whatever you do, DON'T call *Tips & Tricks!* We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

3DO
1-900-CALL-3DO (1-900-225-5336)
HOURS: Monday through Friday,
9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST: 95¢/minute

989 STUDIOS
1-900-933-SONY (U.S.)
1-900-451-5757 (Canada)
HOURS (U.S.): Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
(Canada): 24-hour automated information
COST (U.S.): 95¢/minute automated, $1.40/minute live, $6.95 to $16.95 for tips by mail, $5 to $20 for card recharge.
(Canada): $1.50/minute for automated hints

ACCLAIM
1-900-407-TIPS (1-900-407-8477)
HOURS: (unknown)
COST: 95¢/minute

ACTIVISION
1-900-680-4468 (U.S.)
1-900-451-4849 (Canada)
HOURS: Monday through Friday,
9 AM to 5 PM Pacific Standard Time (excluding holidays)
COST (U.S.): 99¢/minute
(Canada): $1.49/minute

AGETEC, INC.
1-900-288-ASCII (1-900-288-2724)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

AMERICAN SOFTWORKS CORP.
1-900-CALL-ASC (1-900-225-5272)
HOURS: 24 hours a day
COST: 80¢/minute

ATLUS SOFTWARE
1-900-CALL-ATLUS (1-900-225-5285)
HOURS: (unknown)
COST: 95¢/minute or $1.25/minute for live assistance

CAPCOM
1-900-680-CLUE (1-900-680-2583) (U.S.)
1-900-677-2272 (Canada)
HOURS: Monday through Friday,
8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.): 99¢/minute for 24-hour pre-recorded information; $1.35/minute for live help
(Canada): $1.35/minute

CRAVE ENTERTAINMENT
1-900-903-4468 (U.S.)
1-900-677-4468 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
(Canada): $1.50/minute

DREAMWORKS INTERACTIVE
1-900-454-GAME (1-900-454-4263)
HOURS: 24 hours a day, 365 days a year
COST: 95¢/minute

EIDOS
1-900-773-4367 (U.S.)
1-900-643-4367 (Canada)
HOURS: 24 hours a day
COST: 99¢/minute

ELECTRONIC ARTS
1-900-288-HINT (1-900-288-4468)
1-900-451-4873 (Canada)
COST (U.S.): 95¢/minute
COST (Canada): $1.15/minute

FOX INTERACTIVE
1-900-CALL4FOX (1-900-225-5436)
HOURS: (unknown)
COST: 85¢/minute

GT INTERACTIVE
1-900-CALL-2GT (1-900-225-5248)
HOURS: (unknown)
COST: 95¢/min.

INFOGRAMES
1-900-454-HINT (1-900-454-4468)
HOURS: (unknown)
COST: 99¢/minute

INTERACT GAMESHARK CODELINE
1-900-773-7427 (U.S.)
1-900-677-4242 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): $1.27/minute
COST (Canada): $1.79/minute

INTERPLAY
1-900-370-PLAY (U.S.)
1-900-451-6869 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

KONAMI
1-900-896-HINT (1-900-896-4468)
HOURS: Automated help 24 hours a day, 365 days a year; live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)
COST: 95¢/minute for automated help; $1.25/minute for live assistance

LUCASARTS
1-900-740-JEDI (1-900-740-5334) (U.S.)
1-900-677-JEDI (1-900-677-5334) (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

MIDWAY
1-903-874-5092
HOURS: Monday through Friday,
10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year
COST: Standard long-distance rates to Texas apply

NAMCO
1-900-737-2262
HOURS: Monday through Friday,
9 AM to 5 PM (Pacific Standard Time)
COST: 95¢/minute for automated tips; $1.15/minute for live assistance

NINTENDO
1-900-288-0707 (Live assistance, U.S.)
1-900-451-4400 (Live assistance, Canada)
1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance): Monday through Saturday,
6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line): 24 hours a day
COST (U.S.): $1.50/minute
COST (Canada): $2.00/minute
COST (Power Line): Standard long-distance rates to Seattle, Washington apply

PSYGNOSIS
1-900-976-HINT (1-900-976-4468)
HOURS: Monday through Friday, 9 AM to 5 PM for live assistance; automated tips available 24 hours a day, 365 days a year
COST: 95¢/minute for automated tips, $1.35/minute for live assistance

SEGA
1-900-200-SEGA (U.S.)
1-900-451-5252 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute for automated tips, $1.50/minute for live assistance
COST (Canada): $1.50/minute

SIERRA
1-900-370-KLUE (1-900-370-5583) (U.S.)
1-900-451-3356 (Canada)
HOURS: 24 hours a day, 7 days a week
COST (U.S.): 95¢/minute
COST (Canada): $1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA
1-900-933-SONY (1-900-933-7669) (U.S.)
1-900-451-5757 (Canada)
HOURS: Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute for automated tips, $1.25/minute for live assistance, $4.95 for mailed-out tips
COST (Canada): $1.25/minute

SQUARESOFT
1-900-407-KLUE (1-900-407-5583)
HOURS: Monday through Friday, 8 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day, 365 days a year
COST (U.S.): 99¢/minute for automated tips, $1.35/minute for live assistance
COST (Canada): $1.50/minute for automated tips only

SUNSOFT
1-714-850-2700
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to California apply

TECMO
1-310-944-5005
HOURS: Monday through Friday, 1 PM to 5 PM (Pacific Standard Time)
COST: Standard long-distance rates to Southern California apply

THQ
1-900-370-HINT (1-900-370-4468)
HOURS: Monday through Friday, 9 AM to 5 PM (Pacific Standard Time) for live assistance; automated support available 24 hours a day
COST: 95¢/minute for automated tips, $1.25/minute for live assistance

UBI SOFT
1-900-420-4UBI (1-900-420-4824) (U.S)
1-900-451-5555 (Canada)
HOURS: (unknown)
COST (U.S.): 95¢/minute
COST (Canada): $1.50/minute

VIRGIN INTERACTIVE
1-900-288-4744 (U.S.)
1-900-451-4422 (Canada)
HOURS: 24 hours a day, 365 days a year
COST (U.S.): 95¢/minute
COST (Canada): 55¢ for the first minute, $1.25 each additional minute

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Nintendo 64 strategy

by Rich Krupa

Ogre Battle 64

Person of Lordly Caliber



The story thus far in Ogre Battle has the Lodis Empire in complete control of the lower class of the Palatinus Kingdom. The peasants are nothing more than cattle in the eyes of the upper class. They do not care for anything except how they are perceived by the ruling Lodis Empire. They will even betray their own noblemen just to gain a hint of approval from the Empire. The state of the Kingdom is in chaos, until one day, when a young soldier realizes that he must lead the peasants to revolt against the Lodis Empire and banish the corrupt class system. This is where you come in as Magnus! It is your job to recruit new soldiers and free the cities from oppression. This guide will focus on ways to build your armies, increase their different strengths and be victorious in battle. I will also list characters that can join your party and where they can be found.

The Main Cast

Magnus

Magnus is the main character in *Ogre Battle 64*. Magnus has recently graduated from the military academy and has been assigned to the Southern Region of Palatinus. He is probably the first character you will want to upgrade, simply because when Magnus dies, the game is over.

Dio

Dio (not Ronnie James Dio!) is another graduate from Magnus' military academy who has also been assigned to the Southern Region. Even though Dio and Magnus fight for the same cause, Dio and Magnus are rivals.

Leia

Leia is from a family of nobility. She has trained at the military academy against her father's wishes. Upon graduation she joins Magnus and Dio in the fight against the Lodis Empire.

Hugo the Tactician

Hugo is the most important character in your army, even though he never joins you in actual battle. Before each campaign Hugo will give you all the information necessary to win. Pay attention to what he has to say!



Joinable Characters

Dio
Do not fight Dio when he confronts you in the beginning of the game if you want him to join your party. You must also stop Frederick Raskin's execution to have Dio stay on your side.

Troi
While in the Mylesia region send any one of your units to the town of Elgorea. When you meet Troi accept his offer to join your army.

Katreda
Send any group to the town of Kinseya in the Gunther Piedmont region and accept her offer to join.

Asnabel
You must complete the scene at Gunther Piedmont with Katreda in your army before Asnabel offers to join your revolution.

Aisha
Aisha is located in the town of Puld in the Audvera Heights region.

Saradin
Saradin will offer to join the revolutionary army after you have completed the Mount Ithaca region.

Ankiseth
You will find Magnus' father in Wentinus during the last scene of Chapter 2. If you follow orders (first choice) you will fight Ankiseth. Make peace with him (second choice) and he will join you.

Meredia
Leia must be in your party to recruit Meredia in the Vert Plateau region.

Europea
In the Vert Plateau region, lead Magnus' group to Fort Hillverich to find Lady Europea.



Building Your Army



In *Ogre Battle*, you can completely control your units' evolution with everything from what equipment they will carry to which characters will be teamed together. Since each unit gains experience points during battle, you can also control how they will evolve. This, to me, is the best part of the game. As you gain points you can take a regular knight and eventually change him into a black knight.

Soldiers are the basic class and are the only ones to allow you to gain new fighters as they evolve. These are the little guys that don't look all that scary. In order for one of these soldiers to become a fighter, you will need to gain 100 experience points. It also helps if you have extra fighters and amazon equipment in your inventory. Without them, the soldiers will not be able to upgrade.

Use the first chapter in *Ogre Battle* to increase the level of all your characters so that they are all even. Try to gain as many fighters as possible because it will be much harder later in the game. Try not to level up only one or two teams; unlike other role-playing games this will make winning a lot harder.

Training vs. Battles



There are two ways to gain experience points in *Ogre Battle 64*. First, you can gain experience points through battles as you advance through the game. With each victory your team can gain between 1 to 40 experience points per fight. If one of your soldiers is killed during a battle, that one will not gain any points. You will also need to visit a Witches Den if you want to revive them.





The second method is through training. This method can cost you a lot of Goth. In the early stages of the game the training sessions are fairly cheap, but as you advance it can cost you over 2000 Goth. With each victory during training your unit can gain between 30-100 experience points. Use training to gain levels quickly to even out your units. The main difference in training is that if a character is defeated, he or she will still be alive when the training session is completed.

Alignment

There are three different alignments in *Ogre Battle*: lawful, chaotic and neutral. A lawful unit is easy to maintain. Keep all the lawful characters on the same unit, then continue to fight and gain experience points. Do not mix them with any chaotic characters.

For a chaotic unit, team all the chaotic characters together and keep them 2-4 levels higher than any of your other units. Continue to win as many rounds as possible while killing as few enemies as you can. Watch as their alignments fall!

To form a neutral unit you will need to combine lawful and chaotic characters. This will cause the alignment of high lawful characters to go the opposite way. The same goes for the chaotic characters. Watch their levels closely until they become neutral. If a character is still high lawful or chaotic, remove them from the unit.

Battles





During battles you have very limited input: battle strategy, retreat or elm pedra. Within the battle strategy option you have the choice of four basic attacks: autonomous, attack strongest, attack leader and attack weakest. During battles, try to knock out the leader of the opposing unit. By doing this the rest of the unit will wander aimlessly and will not bother you anymore. If the round ends and the leader is still alive, the enemy unit will continue to attack until the leader is dead.

Learn to use the four battle strategies for a quick victory. The first thing you want to do when a round starts is locate the leader. By doing this you can plan your battle strategy more effectively. If there is no one blocking the path to the leader, use the attack leader command to quickly do away with him. If there is someone in front of the leader, determine if they are the strongest or the weakest in the unit by looking at their hit points. Use the appropriate command until there is a clear path to the leader. Once you master this, battles will be quick and easy!

Formations



The formation of characters within a unit will play a big role in the team's effectiveness. Basically you want to have your best-armored characters in the front row. Characters such as a paladin or a cataphract are great front line soldiers because of their heavy armor and ability to carry a shield. When placed in the back rows their attacks become less effective. Classes such as archers and wizards should be placed in the back rows because of their distance attacks and low armor class. You should also keep your priests and clerics in the back rows because they do not have any attacks at all and are very vulnerable. They are your healing class; as long as they are alive you have a chance of winning the battle. Good luck and have fun!



SCORE WITH THE Danger GIRLS & WIN TONS OF COLLECTORS ITEMS!

The best-selling comic book series *Danger Girl*, by J. Scott Campbell and Andy Hartnell, debuts on the PlayStation game console!



PRIZES



(15) Grand Prize Winners will receive a copy of *Danger Girl* for the PlayStation® game console, a McFarlane Toys *Danger Girl* action figure, a NYKO Viper 2 controller, plus a special issue of the *Danger Girl* comic book and variant art poster, both signed by the creators of the comic book series



(15) First Prize Winners will receive a NYKO Viper 2 controller and a variant art poster signed by the creators of the comic book series

(100) Second Prize Winners will receive a variant art poster signed by the creators of the comic book series

To Enter:
Send a 4 x 6 postcard (no envelopes please) with your name, address, city, state, zip code, telephone number and email address (if applicable).

Mail to:
Score with the Danger Girls
27001 Agoura Road
#325
Calabasas Hills, CA
91301

Or log onto **www.thq.com/dangergirlsweepstakes**

TEEN T CONTENT RATED BY ESRB
Animated Violence
Animated Blood
Suggestive Themes

nYKO IMAGINE NO LIMITS | SPACE www.n-space.com | PlayStation | THQ www.thq.com | McFARLANE TOYS | TIPS & TRICKS

1. NO PURCHASE NECESSARY.
2. ELIGIBILITY: Open only to legal residents of the U.S. (except residents of the states/commonwealth listed below) over 12 years of age, except employees or agents of Sponsor, its parent company, subsidiaries, divisions, affiliates, advertising agencies and members of the immediate families of each. Sweepstakes is valid only in the U.S. and void in Florida, New York, Rhode Island, Puerto Rico and wherever else prohibited by law.
3. TO ENTER: Send a 4 x 6 postcard (no envelopes, please) with your name, address, city, state, zip code, telephone number and e-mail address (if applicable) and mail it to: "Score With the Danger Girls", 27001 Agoura Road #325, Calabasas Hills, CA 91301 or enter online at http://www.thq.com/dangergirlsweepstakes. Each entry must be mailed separately and be postmarked no later than 12/4/00 and received by 12/11/00 or if entering online all entries must be received by 11:59pm (PST) 12/11/00. Limit one entry per day. No copies of entry forms or any other materials, facsimiles, or mechanical reproductions will be accepted. Sponsor assumes no responsibility for lost, late, incomplete, misdirected, illegible or postage due entries. All entries received become the exclusive property of the Sponsor and will not be returned by the Sponsor.
4. PRIZES/JUDGING: Fifteen (15) Grand Prize Winners will win one (1) copy of the *Danger Girl* video game, one (1) McFarlane Toys *Danger Girl* action figure, one (1) NYKO Viper 2 PlayStation controller, one (1) special issue of the *Danger Girl* comic book signed by J. Scott Campbell and Andy Hartnell and one (1) variant art poster signed by the creators J. Scott Campbell and Andy Hartnell (estimated retail value $380). Fifteen (15) First Prize Winners will win one (1) NYKO Viper 2 PlayStation controller and one (1) variant art poster signed by J. Scott Campbell and Andy Hartnell (estimated retail value $180). One hundred (100) Second Prize Winners will win one (1) variant art poster signed by J. Scott Campbell and Andy Hartnell (estimated retail value $150). Odds of winning depend upon the number of valid entries received; odds estimated to be 1:9000. Winners will be selected in a random drawing on or about 12/18/00 from among all valid entries received. All prizes will be awarded and winners will be notified by either e-mail, telephone or U.S. mail. Allow 6-8 weeks for delivery of prize.
5. PRIZE RESTRICTIONS: Limit one (1) prize per individual or household. Prizes are non-transferable; no substitutions are allowed except by Sponsor due to unavailability, in which case prize substitutions will be of equal or greater value. If the Grand Prize is won by a minor, it will be awarded in the name of the parent/legal guardian. Prize winners (or parent/legal guardian of minor winner) may be required to sign an affidavit of eligibility/release within seven (7) days of notification attempt. Failure to return the affidavit in the time noted will result in disqualification of the entry and an alternate winner will be selected. Neither the Sponsor nor its affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that winners might incur as a result of this sweepstakes or receipt of prize. Entrants agree to be bound by these rules and consent to Sponsor's use of their entries, names and/or photographs for Sponsor's advertising or publicity purposes without further consideration, except where prohibited by law. Entrants release Sponsor, its employees, directors, officers, agents, parent company, subsidiary and affiliated companies, and each of their licensees, advertising and promotional agencies from any and all claims or liability in connection with their participation in this promotion or the acceptance or use of any prize.
6. INTERNET: If for any reason the Internet portion of the program is not capable of running as planned, including, without limitation, infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other causes beyond the control of Sponsor which corrupt or affect the administration, security, fairness, integrity, or proper conduct of this sweepstakes, Sponsor reserves the right, at its sole discretion, to cancel, terminate, modify or suspend the sweepstakes and/or disqualify any individual who tampers with the entry process. Sponsor assumes no responsibility for any error, omission, interruption, deletion, defect, delay in operation or transmission, communications line failure, theft or destruction or unauthorized access to, or alteration of, entries. Sponsor is not responsible for any problems or technical malfunction of any telephone network or lines, computer on-line systems, servers, or providers, computer equipment, software, failure of any e-mail or entry to be received by Sponsor on account of technical problems or traffic congestion on the Internet or at any web site, or any combination thereof, including, without limitation, any injury or damage to participant's or any other person's computer related to or resulting from participation or downloading any materials in this sweepstakes. CAUTION: ANY ATTEMPT BY ANY PERSON TO DELIBERATELY DAMAGE ANY WEB SITE OR UNDERMINE THE LEGITIMATE OPERATION OF THE SWEEPSTAKES IS A VIOLATION OF CRIMINAL AND CIVIL LAWS AND SHOULD SUCH AN ATTEMPT BE MADE, SPONSOR RESERVES THE RIGHT TO SEEK DAMAGES FROM ANY SUCH PERSON TO THE FULLEST EXTENT PERMITTED BY LAW.
8. WINNERS' LIST. After 12/18/00, the name of the fifteen (15) Grand Prize Winners will be posted on http://www.thq.com.
9. SPONSOR: THQ Inc., Calabasas Hills, CA 91301.

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by Pat Reynolds

Hard Core

Hard Core is a new feature in *Tips & Tricks* where we'll showcase some of the best custom Core designs created by you, our readers, in Agetec's *Armored Core* series of games for the PlayStation. If you're an *Armored Core* fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

Tips & Tricks Armored Core Designs
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *Tips & Tricks*. As always, overweight or otherwise illegal Core designs get tossed in the trash. Let's get on to this month's batch of new Cores!

Featured Core Design:

Chaos

Designed by: Heath Christopher of Yakima, Washington



Parts
Head: HD-ONE
Core: XCL-01
Arms: AN-K1
Legs: LFH-X5X
Generator: GBG-XR
FCS: TRYX-QUAD
Boosters: B-PT000
Back Weapon L: WC-01QL Laser Cannon
Back Weapon R: WC-GN230 Grenade Launcher
Arm Weapon L: LS-1000W Laser Blade
Arm Weapon R: WG-XW11 Laser Rifle
Optional Parts: All but SP-MAW, SP-M/AUTOSP-SAP, SP-CND-K and SP-ABS/Re

Color Scheme
Desert Pattern/Dark Shadow

Performance
Armor Points: 8,298
Weight: 7,864
Price: 1,227,900

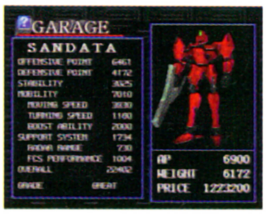
Grade: GREAT



Heath's CHAOS Core sports some of the most powerful weapons in the game, and has the "quad leg advantage." If you're unfamiliar with this, it means that weapons like the grenade launcher and laser cannon—which require a humanoid leg-equipped Core to fire from a stationary position—can be fired while moving along the ground. Coupled with the fast movement inherent to quad legs, this is a tremendous boon to CHAOS. Replacing the back-mounted laser cannon with a missile launcher would help to round out this excellent Core even more, adding better long-range fighting ability to the mix. As it is, though, I'd feel comfortable taking CHAOS into battle against most opponents.

Sandata

Designed by: Alexander N. de Guzman of Manila, Phillipines



Parts
Head: HD-HELM
Core: XXA-SO
Arms: AN-K1
Legs: LN-2KZ-SP
Generator: GBG-1000
FCS: TRYX-QUAD
Boosters: B-T2
Back Weapon L: WC-01QL Laser Cannon
Back Weapon R: WC-01QL Laser Xannon
Arm Weapon L: LS-1000W Laserblade
Arm Weapon R: WG-1-KARASAWA Laser Rifle

Color Scheme: Head
Base: Red: 30, Green: 5, Blue: 5
Optional: Red: 35, Green: 10, Blue: 10
Detail: Red: 5, Green: 45, Blue: 5
Joint: Red: 10, Green: 10, Blue: 10

Grade: GREAT

Color Scheme: Core
Base: Red: 30, Green: 5, Blue: 5
Optional: Red: 35, Green: 10, Blue: 10
Detail: Red: 5, Green: 5, Blue: 5

Color Scheme: Arms
Base: Red: 30, Green: 5, Blue: 5
Optional: Red: 35, Green: 10, Blue: 10
Detail: Red: 10, Green: 10, Blue: 10
Joint: Red: 10, Green: 10, Blue: 10

Color Scheme: Legs
Base: Red: 35, Green: 10, Blue: 10
Optional: Red: 30, Green: 5, Blue: 5
Detail: Red: 10, Green: 10, Blue: 10
Joint: Red: 23, Green: 23, Blue: 23

Performance
Armor Points: 6,900
Weight: 76,172
Price: 1,223,200



Our first Core design from outside of North America, Alexander's SANDATA gets the job done. Interestingly, Alexander writes that SANDATA is a Filipino term meaning "weapon." True to its name, this Core is loaded for bear. It's been a while since I've seen a Core with the classic Karasawa laser rifle, which is still the all-around best hand-held weapon in the game. The twin back-mounted laser cannons may be a bit much; since humanoid leg ACs have to crouch and fire from a stationary position, these can be a liability in Versus matches, although for Scenario Mode they work just fine. Of course, the quick LN-2KZ-SP legs make SANDATA a very fast Core, and the Karasawa alone is capable of taking down even the most well-armored Core by itself. Alexander prefers using circle- and side-strafing with the laser rifle to soften his opponents before finishing them with the laser cannons. Like CHAOS, I'd advocate swapping out one of the back weapons for a missile launcher if you take this Core into Versus battle.

Warlord

Designed by: Christopher StillDay of Bismarck, North Dakota



Parts

Head: HD-D-9066
Core: XCA-00
Arms: AN-201
Legs: LC-UKI60
Generator: GPS-V6
FCS: QX-21
Boosters: N/A
Back Weapon L: WM-201 Large Missile
Back Weapon R: WC-XC8000 Plasma Cannon
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WG-XC4 Plasma Rifle

Color Scheme

Duck Hunter (Metal Silver pattern pictured)

Performance

Armor Points: 9,052
Weight: 9,493
Price: 565,200

Grade: GREAT



Warlord is a heavy caterpillar-type Core, capable of taking—and dealing—huge amounts of damage. Both Plasma weapons do high damage, and Christopher's choice to include a missile launcher helps greatly in Versus battles if the opponent is faster than Warlord (which is practically a given, since this Core moves at a slow crawl). Speed isn't detrimental, though, since all of the equipped weaponry can hit at a fair distance. The only possible liability for this Core in Versus matches is turning speed; faster Cores like SANDATA could whittle away at Warlord while running circles around it, and there's very little the behemoth can do to stop it. Still, the overpowering armament and chosen weaponry make Warlord a powerful Core.

Blaster

Designed by: Pat Murphy of San Carlos, California



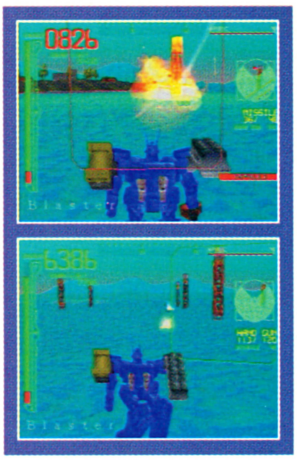
Parts

Head: HD-4004
Core: XCA-00
Arms: AN-25
Legs: LB-4401
Generator: GBG-10000
FCS: QX-9009
Boosters: B-VR-33
Back Weapon L: M118-TD Magazine
Back Weapon R: WM-SMSS24 Missile
Arm Weapon L: LS-1000W Laserblade
Arm Weapon R: WG-HG770 Handgun

Color Scheme: General

Base: Red: 30, Green: 5, Blue: 5
Optional: Red: 35, Green: 10, Blue: 10
Detail: Red: 10, Green: 10, Blue: 10
Joint: Red: 10, Green: 10, Blue: 10

Grade: FINE



Performance

Armor Points: 9,166
Weight: 7,214
Price: 844,800

There's something to be said for taking an underpowered Core into battle against blatantly powerful opponents...and painting it the most hideous shade of bright neon blue you can muster! In nearly every Versus battle I played while testing Blaster, I was handed chunks of bright blue debris for my efforts. It takes incredible skill (and not a small amount of luck) to come out victorious using just the relatively weak Handgun and basic missiles against laser-equipped opponents. Not to mention the "here I am, shoot at me" color scheme. That's why I'm giving Mr. Murphy the first "Guts!" Award here in *Hard Core*, because it takes guts to use a Core like this successfully in Versus matches. Guts and lots of skill. Blaster does have scads of Armor Points thanks to its reverse-joint legs, and it's also quite fast. In the right hands, it could be a contender. I'd recommend toning down the color scheme and equipping a Laser Rifle instead of the Handgun.

AC Challenge!



Think your Core is better than one we've showcased here in *Hard Core*? Send in your Core design and a written challenge against the Core you think yours can beat. Our *Armored Core* experts will go head-to-head in a best-out-of-three Versus match with your Core and your chosen opponent, and we'll give you the results right here! This month, Heath Christopher of Yakima, Washington, has challenged Christopher Pantano's Lucky 7, seen in the June, 2000 edition of *Hard Core*. Here's what Heath has to say about his Core, CHAOS, featured this month: "I know it's not 'Superfine,' but it will wail on that weak AC 'Lucky 7' you printed." Well, that sounds like a challenge to me. Since Christopher can't defend the honor of Lucky 7, I enlisted the aid of Shawn Sodman, winner of a recent *Armored Core* tournament featured here in *Hard Core*. Together, Shawn and I played two best-of-three matches. For the first set, Shawn controlled the challenged Lucky 7, while I played as Heath's challenger, CHAOS. For the second set, we swapped Cores to make sure the results were fair. Here are the results. As you can see from the above results, the score of both best-of-three matches was 2-1 in favor of CHAOS. Shawn and I both went into the matches expecting that CHAOS would sweep all six fights because of its AC advantage of about 3,000 points. However, after a few very close fights and a couple of Lucky 7 come-from-behind wins, Shawn and I agreed that despite the results, these two Cores are nearly evenly matched. CHAOS has the armor advantage, but while the quad legs allow it to move while firing its back weapons, they also suck energy at an incredibly rapid rate while flying...so much so that fast movement became difficult at times during the heated battles. Lucky 7 manages energy much, much better, but in the end, the extra armor and firepower of CHAOS won the bulk of the battles. Shawn mentioned that both Cores would benefit greatly by swapping their generators for the GBG-10000, which is lighter and has a faster recharge rate. Lucky 7 may have fared better with a missile launcher on its back instead of the twin laser cannons, which require it to kneel and fire from a stationary position, placing it in extreme danger against a heavy Core like CHAOS. Both Cores were armed with the same laser rifle and laserblade.

Player	Pat	Shawn	Overall
Lucky 7	1 win	1 win	2 wins
CHAOS	2 wins	2 wins	4 wins

Tournament Report

TIPS & TRICKS

Tournament Report

by Jason Wilson & Ara Shirinian

Sponsored by TwinGalaxies The Official Electronic Games Scoreboard™ www.twingalaxies.com

This new monthly column will feature reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in Tips & Tricks Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at Tips & Tricks Tournament Report, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

OTAKON 2000

Otaku Game Tournaments

This year's Otakon (August 4-6 at the Baltimore Convention Center in Baltimore, Maryland) was a great success. With every passing year it seems to draw more and more crazed anime and video game fans to Baltimore's beautiful Inner Harbor area. *T&T* was there to bring you the low-down on the biggest and best game room and tournament of any fan convention! This year, the huge video game room kept the mob of hundreds satiated with over 20 27-inch TVs, three huge projection screens and an old-school arcade cabinet showing off the latest Neo•Geo games. Those who were lucky enough to wrestle their way through the sea of gamers got to play some of the newest and coolest domestic and import games, like *Armored Core 2*, *Dance Dance Revolution 3rd Mix*, *Drum Mania*, *Jet Grind Radio* and many others. The popular *Metal Gear Solid 2* trailer was also shown and drew quite a crowd. Many were quite content to sit there and watch it over and over.





Tournaments are a staple for the Otakon game room, and this year's competitions were really hot. Drawing participants from hundreds of miles away, the tournaments brought together many more skilled experts than previous years' shows. Here are the results, in no particular order:

Soul Calibur
1st Place—Spencer Brisson (Lorton, VA)
2nd Place—"T" (address unknown)



Spencer Brisson

Saturn Bomberman
1st Place—Louis Peng (Philadelphia, PA)
2nd Place—Jamie Luna (Patehogue, NY



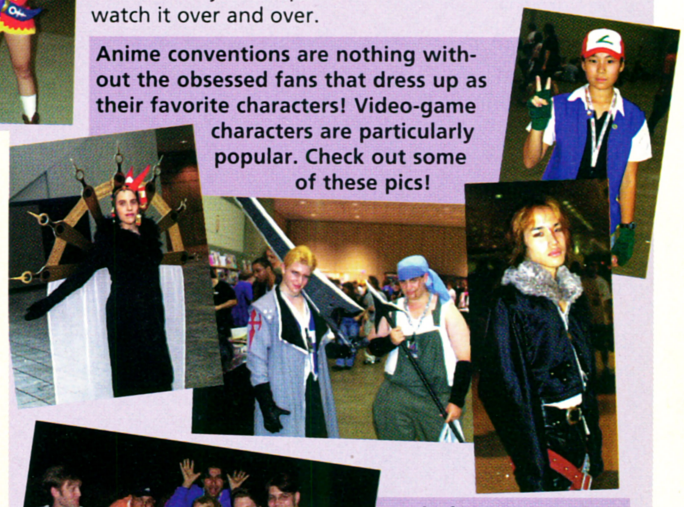
Victor Garbov

Street Fighter III: 3rd Strike
1st Place—Victor Garbov (New York, NY) w/Gouki
2nd Place—Richard Johnson III (New York, NY) w/Ryu

Dance Dance Revolution 3rd Mix
1st Place—Anthony Kwan (Philadelphia, PA)
2nd Place—Percell Welch (Bronx, NY)

Marvel vs. Capcom 2
1st Place—Peter Talley (Staten Island, NY) w/Spiral, Cable, Sentinel
2nd Place—Jamie Stone (Hempstead, NY) w/Strider, Doom, Sentinel

Anime conventions are nothing without the obsessed fans that dress up as their favorite characters! Video-game characters are particularly popular. Check out some of these pics!





And of course, there are the dedicated, friendly staff and industry guests that help make Otakon a reality!



WIN! The Ultimate Gaming Rig!!

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Puzzle Me, Inc.
"We Make You Think..."
puzzleme@uswest.net

Win the new Sony Playstation 2!!



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only the start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 600 Mhz MMX Pentium III, 128 meg. RAM, 36 Gig. HD, DVD, Windows 2000, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation AND Playstation 2!!; Sega Dreamcast!; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, $1,000 in games you choose, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at $2.00 each and one much tougher final at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				
		E			
P	I	N	C	H	W
	R				
S					

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO.....V
STOMP .....T	STAND.....R	PRESS .....E	DREAM ....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- ☐ ($3.00) Video Game Contest
- ☐ ($3.00) Media Rig Contest
- ☐ ($3.00) Computer Contest
- ☐ ($5.00) SPECIAL! Enter them all (SAVE $4.00)

CLIP AND MAIL

Name _____ **Age** _____

Address _____

City _____ **State** _____ **Zip** _____

SEND CHECK, MONEY ORDER TO:
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PORTLAND, OR 97207-9315

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY December 30, 2000 • ENTRY FEE MUST BE INCLUDED Only one entry per person. You must be under 30 years old to play. Suppliers of Puzzle Me, Inc. ineligible. Not responsible for lost or delayed mail. Judges decisions are final. Open to residents of the U.S. and Canada. Winners determined no later than 6/28/01. You can request Winners List and Official Rules by writing: Puzzle Me Rules, 1511 SW Park Ave. #315, Portland, OR 97201 (Phone #: 503-228-9426). Merchandise names and models are trademarks of their respective companies who, along with this magazine, have no affiliation with this contest.© 2000 Puzzle Me, Inc.

Verifiable retail value of the prize packages as follows: Media Rig Contest package $7,012.00 core components shown, bonus options $3,449.00, cash options $1,250.00. Computer Contest package $2,500.00 for computer, bonus options $2,337.00, cash options $1,250.00. Video Game Contest $1,000.00 for systems shown, $3,549.00 bonus options, $1,250.00 cash options.

B4: U.S. Street Fighter Championships







TEAM USA Rankings
1. Alex Valle
2. John Choi
3. Mike Watson
4. Duc Do
5. Thao Doung
6. Hsien Chang
7. Eddie Lee
8. J. R. Guitierrez
9. Jason Wilson
9. Jason De Heras
9. Arturo Sanchez

***Street Fighter Alpha 3* results**
1. John Choi (Santa Clara, CA)
2. Alex Valle (Westminster, CA
3. Thao Doung (Orange County, CA)
4. Eddie Lee (New York, NY)
5. Mike Watson (Monterey Park, CA)
6. Jason Cole (Oakland, CA)
7. Jason Wilson (*Tips & Tricks*)
7. Tom Cannon (Sunnyvale, CA)
9. Hsien Chang (Austin, TX)
9. Don Sneddon (Orange County, CA)
9. Martin Vega (Los Angeles, CA)
9. Arturo Sanchez (New York, NY)

***Marvel vs. Capcom 2* results**
1. Duc Do (San Bernardino, CA)
2. Alex Valle (Westminster, CA)
3. J.R. Guitierrez (Alameda, CA)
4. Arturo Sanchez (New York, NY)
5. Eddie Lee (New York, NY)

***Super Street Fighter II Turbo* results**
1. Mike Watson (Monterey Park, CA)
2. Alex Valle (Westminster, CA)
3. John Choi (Santa Clara, CA)
4. Jason De Heras (Montebello, CA)
5. Jason Cole (Oakland, CA)
6. Jason Nelson (Sunnyvale, CA)
7. Tin Ang (Indianapolis, IN)
7. Jabari Bain (Pasadena, CA)
9. Jason Wilson (*Tips & Tricks*)
9. David Sirlin (Sacramento, CA)
9. Jason "APOC" Gonzales (Chicago, IL)
9. James Romedy (San Diego, CA)

***Street Fighter Alpha 2* results**
1. Alex Valle (Westminster, CA)
2. John Choi (Santa Clara, CA)
3. Thao Doung (Orange County, CA)
4. Jason Wilson (*Tips & Tricks*)
5. Eddie Lee (New York, NY)
6. David Sirlin (Sacramento, CA)
7. Kris Patel (Van Nuys, CA)
7. Hunter Finley (Sacramento, CA)
9. Joe Jennings (Tucson, AZ)
9. Rob Ingrim (Orange County, CA)
9. Jae Purvis (South Carolina)
9. Arturo Sanchez (New York, NY)

***Street Fighter III: Third Strike* results**
1. Alex Valle (Westminster, CA)
2. Hsien Chang (Austin, TX)
3. John Choi (Santa Clara, CA)
4. Eddie Lee (New York, NY)
5. Mike Watson (Monterey Park, CA)
6. Martin Vega (Los Angeles, CA)
7. Jason Wilson (*Tips & Tricks*)
7. Mike Devonish (New York, NY)
9. Henry Cen (New York, NY)
9. Joey Cuellar (Anaheim,CA)
9. Arturo Sanchez (New York, NY)
9. Ray Teruya Jr. (Portland, OR)

Twin Galaxies and *Tips & Tricks* Magazine were on hand for the largest *Street Fighter* tournament in the United States on July 15 and 16 in Folsom, California. An all-expenses-paid trip to Japan was being offered to the top three finalists! Over 100 players made their way to upstate California for ultimate bragging rights...and as a special bonus, the tournament was filmed for an upcoming documentary about *Street Fighter* tournaments entitled *Bang the Machine*. Players drove in from as far away as the east coast and played their hearts out in what could turn out to be the most important tournament of their lives. Team USA's top players were chosen via a point system that awarded points to those that placed in the top five slots overall in each tournament. Representing Japan in the Team USA vs. Team Japan tournament were Alex Valle of Westminster, California, John Choi of Santa Clara, California and Mike Watson of Monterey Park, California. Special thanks for running a spectacular tournament go to Tom Cannon, Tony Cannon and Jason Marynik; announcers Mark Acero and Ben Cureton and most of all to the folks at JSF Productions and The Game Room for allowing this tournament to take place!

TOURNAMENT CALENDAR

November 17-19, 2000
Florida's Pro Night II
Contact: Billy Pitt
Orlando, FL
CHADOKADA@aol.com
Florida's finest players battle it out in a rematch of the original Pro Night, held in Miami back in 1994! Six years have passed since the all-night battles of *Mortal Kombat II* and *Street Fighter II: Hyper Fighting*. Now, the long-awaited rematch of pros will occur November 17-19 at Billy Pitt's House of Pros in Orlando. Pro Night II will feature the top fighting games ever released in the ultimate tournament atmosphere! Each participant will play every competitor three times in each game to ensure that the best player overall wins! There will be a $10 entry fee to enter the entire weekend; the top three players will receive cash, prizes and one year subscriptions to *Tips & Tricks* Magazine! The scheduled tournament games and platforms will be as follows:
ARCADE TITLES
- *Killer Instinct* (Friday)
- *Mortal Kombat II* (Friday)
- *Ultimate Mortal Kombat 3* (Friday)
- *Street Fighter Alpha 2* (Sat./Sun.)
- *Street Fighter Alpha 3* (Sat./Sun.)
- *Super Street Fighter II Turbo* (Sat./Sun.)
- *Street Fighter II: Hyper Fighting* (Sat./Sun.)

CONSOLE TITLES
- *Marvel vs. Capcom 2* (Dreamcast, Sat./Sun.)
- *Street Fighter III: 3rd Strike* (Dreamcast, Sat./Sun.)

September 23, 2000
***Marvel vs. Capcom 2* Tournament**
Contact: All Amusement Center
7888-1 Van Nuys Blvd.
Van Nuys, CA
(818) 756-0550
All Amusement Center, located in the Los Angeles area, will hold its first *Marvel vs. Capcom 2* tournament on Saturday, September 23 at 10am sharp! There will be NO EXCEPTIONS to this rule, the tournament will be a double elimination format with a $10 entrance fee. Cash prizes will be awarded to the top three finalists, and the winner will receive a one year subscription to *Tips & Tricks* Magazine, along with a hefty cash prize!

October 28-29, 2000
National *Marvel vs. Capcom 2* Championship
Contact: Super Just Games
557 Waukegan Road
Northbrook, IL
(847) 559-8727
Tips & Tricks Magazine and Capcom's Super Just Games are proud to present the first National *Marvel vs. Capcom 2* Tournament, to be held October 28-29 in Northbrook, IL. Super Just Games has been the premier tournament site for many national gatherings since 1993, with hundreds of competitors traveling across the country each year to see if they can hang with the country's top players! On October 28, Preliminary matches will be held to determine which top 16 players will play for the right to be crowned as the National *Marvel vs. Capcom 2* Champion! There will be a $20 entrance fee, and a $10 re-entrance fee. There will be re-entry matches to determine the final qualifiers for Sunday's finals. Winners will receive cash prizes, subscriptions to *Tips & Tricks* Magazine, and a Sega Dreamcast system with games! The tournament will begin at 12 PM on Saturday, October 28, and the finals will take place at 12PM on Sunday, October 29.

RECURRING TOURNAMENTS
Florida State *Street Fighter* Championships
Contact: Nelson Santamaria
Miami Lakes, FL
(305) 620-1418
NASRJD@aol.com
Upcoming Date: October 20, 2000
Street Fighter fans from all over Georgia and Florida are invited to the monthly Florida State *Street Fighter* Championships which started April 15 and continue monthly at various local arcades on the third Sunday of each month. Each tournament will consist of a single elimination, two-out-of-three match, three-out-of-five round *Street Fighter Alpha 3* tournament. A Florida rankings system will be in effect, with top players walking away with cash prizes!



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1999

January - (X991) Bust a Groove: Tomb Raider III (Part 1), Guilty Gear, Glover, Xenogears, Crash Bandicoot: Warped

February - (X992) Gauntlet Legends: Brave Fencer Musashi, Penny Racers, Destrega, The Legend of Zelda: Ocarina of Time (Part 2), Tomb Raider III (Part 2)

March - (X993) Syphon Filter (Part 1): CarnEvil, Irritating Stick, Snowboard Kids 2, Castlevania (Part 1), Tetris

June - (X996) Super Smash Brothers: Super Mario Brothers Deluxe, Ehrgeiz, Shadow Madness, The House of the Dead 2 (Part 1), Bomberman Fantasy Race, Guardian's Crusade (Part 2)

July - (X997) Driver: Gex 3, Star Wars Episode 1 Racer, Bloody Roar 2, Driver (Part 1), Star Ocean: The Second Story, Hybrid Heaven, NBA Showtime: NBA on NBC, The House of the Dead 2 (Part 2)

August - (X998) Pokémon Snap: Ape Escape, R-Type Delta, Shadowgate 64 (Part 1), Superman, Jade Cocoon, Driver (Part 2)

September - (X999) Um Jammer Lammy: Legacy of Kain: Soul Reaver, Street Fighter III: 3rd Strike, Tail Concerto, Shadowgate 64 (Part 2), Croc 2

October - (X99A) Final Fantasy VIII (Part 1): Dino Crisis, Duke Nukem: Zero Hour, Sonic Adventure, Survival Kids

November - (X99B) Crash Team Racing: Monster Rancher 2, WCW Mayhem, Mortal Kombat Gold, Rising Zan: Samurai Gunman, Tekken Tag Tournament, Final Fantasy VIII (Part 2)

December - (X99C) 007: Tomorrow Never Dies: Winback, Spyro 2: Ripto's Rage, Sega Bass Fishing, Tony Hawk's Pro Skater, Hot Wheels Turbo Racing

2000

January - (X001) Toy Story 2: Resident Evil 3: Nemesis, Toy Commander, Paperboy, Lego Racers, Harvest Moon, Prehistoric Isle 2

February - (X002) Tomba 2: The Evil Swine Return: Chocobo's Dungeon 2, Xena, Warrior Princess: The Talisman of Fate, Zombie Revenge, Vigilante 8: 2nd Offense, Dragon Warrior Monsters

March - (X003) Jackie Chan Stuntmaster: Misadventures of Tron Bonne, Crazy Taxi, The New Adventures of Mary Kate & Ashley, Jojo's Venture, Donkey Kong 64, Gran Turismo 2

April - (X004) Pokémon Stadium: Die Hard Trilogy 2, Dead or Alive 2, Ace Combat 3, Armored Core: Master of Arena

May - (X005) Syphon Filter 2: Chu Chu Rocket!, Strikers 1945 Plus, Front Mission 3 (Part 1), Pokémon Stadium (Part 2)

June - (X006) Resident Evil Code Veronica: Mr. Driller, I-Spy: Operation Espionage, Front Mission 3 (Part 2), Pokémon Stadium (Part 3)

July - (X007) X-Men Mutant Academy: Excitebike 64, Covert Ops: Nuclear Dawn, Street Fighter III: Double Impact, Army Men: World War, Pokémon Trading Card Game, Garou: Mark of the Wolves

August - (X008) Marvel vs. Capcom 2 (Part 1): Perfect Dark, Threads of Fate, NGEN Racing, Metal Slug 3, Hercules: The Legendary Journeys

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Pokémon Report



by Charlotte Chen



POKÉMON THE MOVIE 2000 WORLD PREMIERE



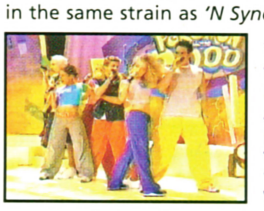


On July 15, 2000, I was in the crowd with hundreds of Pokémon fans who braved the heat of the merciless Los Angeles sun to attend the world premiere of the second Pokémon movie to grace American shores, *Pokémon the Movie 2000: The Power of One.* (Special thanks to the forces of good at Nintendo for providing me with a premiere ticket.) Here's a recap of the day's events:

10:00 A.M. After deliberating for a few minutes whether I should subject my significant other to the day's events, I determine I'd rather remain in his good graces for a little longer and head off to the show alone.

11:00 A.M. The event began on the street in between the two theatres where the movie would be playing, the Mann Village Westwood and the Mann Bruin. On stage was host Kel Mitchell (from Nickelodeon's *Kenan & Kel*), whose various tasks included introducing the guests, telling G-rated jokes, instructing the audience when to applaud and handing out Pokémon T-shirts, hats and trading cards to any kids within arm's reach (since he stressed they would only be *handing* prizes, not throwing them). Although this was disappointing, it made sense for the WB network to worry about crowd control; just next to where I was standing, there were several kids sitting on the floor enjoying the shade cast by the adults, and many other children were being held aloft on their parents' shoulders.

11:10 A.M. The first act was a live musical performance by *Youngstown* (which, to the uninitiated, is basically a boy band in the same strain as *'N Sync*) featuring



Youngstown featuring Nobody's Angel performing the song "Pokémon World."

Nobody's Angel (this time a girl band full of Britney Spears lookalikes). Many of the kids in the audience sang along as they performed "Pokémon World", which was, as far as I could tell, a terrifying hybrid between rap and pop.

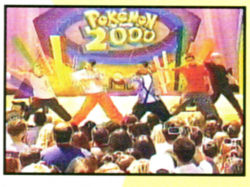
11:20 A.M. The next musical number was a solo performance of "Dreams" by a 12-year-old girl named Alysha Antonio, who was discovered over the Internet. Although she had a terrific voice for someone so young, she still had that



Alysha Antonio performing the song "Dreams."

wholesome look I associate with other young women who get discovered at an early age, like Tiffany or Debbie Gibson. Considering the majority of the crowd weren't alive to witness Tiffany's cover of *I Think We're Alone Now* or Debbie's hit single, *Only in My Dreams,* they weren't yet as jaded as I was with the smug knowledge that Alysha was doomed. *Doomed!*

11:30 A.M. *Dream Street* consisted of five pre-pubescent boys who looked like their voices wouldn't



Dream Street performing the song "They Don't Understand."

change for at least half a decade. They sang and danced to the kid-empowering song "They Don't Understand," which glorifies Pokémon as a form of communication no parent can possibly comprehend. I wonder if they'll suffer the same fate as the Vienna Boy's Choir, whose members get kicked out with the first crack in their voice.

11:35 A.M. Kel Mitchell introduced David Gallagher from *7th Heaven* at one point during the show, but it was so brief and pointless that I'm just going to stick him in at 11:35. David was making announcements that related to clips that would be shown during the next day's television special. Since no one in the audience could see these clips, none of it made any sense, except when Mitchell announced the clip was over and we had to applaud.



11:40 A.M. After about 40 minutes of listening to teeny-bopper music in the blazing heat, I had enough. My ticket got me inside the Mann Bruin (even though it said Mann Village Westwood on it) where there were counters covered with free kid-sized popcorn and soda. Mmm.

11:50 A.M. A Warner Bros. staff member announced they'd be holding a raffle. There weren't enough raffle tickets for everyone in the audience, so many people didn't even realize there was going to be a raffle. Prizes included *Pokémon Yahtzee*, a Pokémon prize package including *Pokémon* cereal, a video of *Pokémon: The First Movie*, an electronic talking Bulbasaur—which wasn't yet available in stores—and the *Pocket Pikachu.*

12:00 P.M. The curtains parted, the lights dimmed and the animated short *Pikachu's Rescue Adventure* began. In *Pikachu's Rescue Adventure,* Pikachu and gang must rescue Togepi as it imperils itself once again. It's all done in Pokéspeak, where each Pokémon merely

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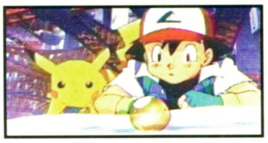


says its own name, or fragments thereof, so many of the jokes are visual gags that only the kids would get. For example, at one point Snorlax gets distracted by flying apples and tries to grab them, which amuses children more than adults because they know about Snorlax's gluttonous personality. Four Pokémon from *Pokémon Gold* and *Silver* made their American debut in the animated short: Ledyba, Bellossom, Hoothoot and Elekid. Marril also made an appearance, but he had already been seen during *Pikachu's Vacation.* Unlike *Pikachu's Vacation*, *Pikachu's Rescue Adventure* didn't have any weird cut-scenes where a myriad of one Pokémon swirled about in kaleidoscopic splendor, while hypnotically chanting its own name. That would have been a welcome distraction from the utter mundanity of the whole short, which was basically a rehash of *Pikachu's Vacation.*





12:20 P.M. Finally, *Pokémon the Movie 2000* began. One of the main contentions critics (and I) had with *Pokémon: The First Movie* was the hypocritical scene where Ash and his friends become horrified by the sight of the Pokémon fighting with their clones. After all, it's not as if they'd never seen their Pokémon engaged in pitched battles before. There's a scene reminiscent of this hypocrisy in *Pokémon the Movie 2000* where Misty says that Pokémon aren't for collecting. This time it appears they're intentionally parodying themselves, since the villainous Lawrence III says his collection all began with a Mew card (the Ancient Mew card was given away free with a movie ticket purchase from July 21 - July 27).





Although I tried to remain objective and remember that this was essentially a children's movie, there were just too many elements that I couldn't abide:





1. The abundance of humor that may have seemed witty in kindergarten. ("Frozen" rhymes with "chosen!")
2. The lack of a menacing villain. (Lawrence the III doesn't exactly strike fear in the heart, does it?)
3.The swiss-cheese plot.

Everything negative served to undercut the positive message the movie was trying to promote, which was that one person can make a difference. If only one person had been kind enough to rewrite the script... Nevertheless, young kids and devoted Pokéfans will still be excited to see Lugia and Slowking make appearances on the silver screen. In fact, *Pokémon the Movie 2000* is already performing amazing box office, and the Ancient Mew card that was given away during the first week is already a rarity. However, as far as I'm concerned, the Game Boy story holds more weight than this piece of fluff.





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JAPAN REPORT!

by Anatole Brown

Airport Crash!



If you've flown home from Tokyo's Narita International Airport, you may have hung out in the Crash Bandicoot Children's Play Room in Terminal 1 while waiting for your plane. It's not a very large room, but it's large enough to hold about eight PlayStations and a giant Crash Bandicoot robot. You can either play *Crash Bandicoot: Warped* or *Crash Team Racing* to your heart's content. The giant Crash can be be made to move with the buttons on a special PlayStation controller stepping mat. There's a sign which says "for children only," but many adults ignore the warning and hog up a lot of playing time! Tell 'em to get lost and go buy neckties at the Duty Free shop the next time you're there.





ADVANCE AT SPACE WORLD

On August 25th to the 27th, Nintendo will show early previews of some Game Boy Advance titles at the Nintendo Space World 2000 exhibition in Japan. The Game Boy Advance is the follow-up to the current Game Boy and is a 32-bit handheld gaming system which is scheduled to come out in Japan and the U.S. later this year. Nintendo claims that the graphics will be on par or possibly even better than the Super NES. There will be seven Game Boy Advance titles on display. Four of them will be from Nintendo: *Mario Kart Advance*, *Kuru Kuru Kururin*, *Ougon no Taiyo* and *Napoleon*. The three other titles will be from Konami: *Konami Wai Wai Racing*, *Silent Hill* (!) and *Golf Master*. Space World is an annual event that is put on by Nintendo to demo its upcoming products to the Japanese public. In addition, it has come to be known as the event where Nintendo gives away a special Pokémon to those who attend. Check out Charlotte's *Pokémon Report* next month for more Space World news!





Mario Kart Advance



Napoleon

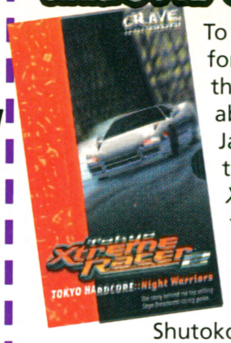


Kuru Kuru Kururin (Round and Round and Round)



Ougon no Taiyo (Golden Sun)

ILLEGAL STREET RACING



To promote *Tokyo Xtreme Racer 2* for the Dreamcast, Crave sent us this cool but semi-goofy video about illegal street racing in Japan. Although the premise of the setting behind the *Tokyo Xtreme Racer* series may sound fictional, illegal street racing does take place on the Tokyo Metropolitan Expressway (also known as Shuto Expressway, or Shutokousoku). Normally during the day, the Shuto Expressway is a nightmare with bumper-to-bumper traffic and crawling speeds. In the wee hours of the morning, however, from about 2 A.M. to 4 A.M., the Shuto Expressway is almost vacant. That's when a group of insane drivers take to the streets and start racing each other with their spruced-up cars. The video, called *Tokyo Hardcore: Night Warriors*, interviews several drivers and follows them around the night streets as they top speeds well over 175 mph. The average speed limit on freeways in Tokyo is about 60 mph. What makes high-speed racing especially dangerous is that the Tokyo area usually only has two lanes—and they're very narrow! The drivers in the video express their fear of getting caught by the police and having to pay exorbitant fines, as well as paying well over $200,000 just to fix up their cars. Maybe they should just stay home and play *Tokyo Xtreme Racer 2*!









SQUARE SCARE

On April 5th, the distribution branch of Square in Japan got a scary jolt when gunfire was heard right outside their office. Police found two .38-caliber bullets lodged right under their office door. Rumor has it that the Japanese mafia, or Yakuza, is sending a message to Square about the newly established online music distribution business on Square's PlayOnline site. The Yakuza is known to incorporate scare tactics to try to get a piece of the action on new business ventures. Square, however, seems unfazed by the warning and continues to operate as usual.



TEZUKA STORE

If you ever happen to be in Kyoto, drop by the Osamu Tezuka Studio store at Kyoto Station. The store is dedicated to all of Osamu Tezuka's characters like Astro Boy, Kimba and Black Jack. You can buy Astro Boy neckties, Kimba stuffed dolls, Black Jack T-shirts and if you're lucky, you may even get a hold of the rare Astro Boy Game Boy! I settled for an Astro Boy coffee mug.

COOL ZONE

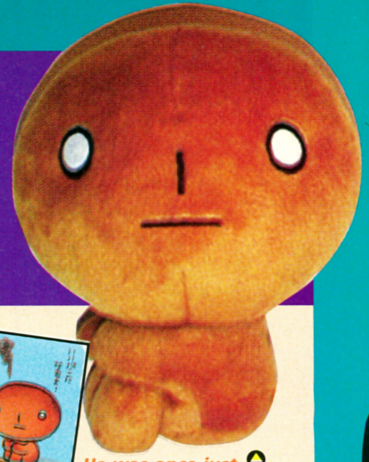
Welcome to the coolest page in the whole magazine—the place where we invite you into our offices and show you all of the crazy goodies that appeared on our desks during the past month. Without hyperbole, we call it the...



These are some cool postcards with artwork from Valkyrie Profile.





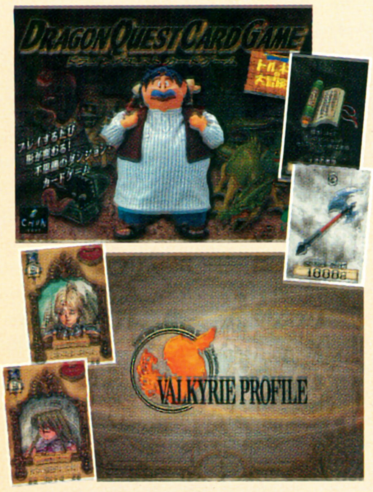


He was once just a regular little bread, but he was left in the oven for too long and became burnt. He sits here huddled and ashamed because no one wants him anymore. Now you can find Burnt Bread Man lecturing young breads about the dangers of becoming burnt. Only in Japan will you be able to find something as strange and cute as Burnt Bread Man!



This special Tekken Tag Tournament belt buckle was given out to only a select few for promotional purposes. It's huge! If you can ever find one, you can use it to psychologically destroy your opponents at any arcade. Small children will cower in fear, but most everyone else will probably just laugh at you.

Two of the many cool toys we got from Enix this month were Dragon Quest (also known as Dragon Warrior) and Valkyrie Profile Card Games. We have no idea how to play, but the art sure is nice.

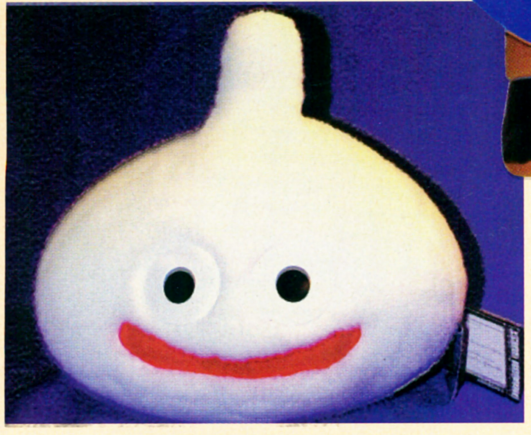


Yet another Dragon Quest stuffed toy. This one's name is Terry; you might recognize him from the Game Boy cart Dragon Warrior Monsters.



Here is another Dragon Quest promotional item. It's a collection of 12 small colored pencils with characters from Dragon Quest I & II printed all over. Rather than licensing its characters and game titles to other companies, Enix manufactures all of this stuff in Japan by itself.





We love slimes! This is a giant stuffed white slime from Dragon Quest. Its eyes are made of plastic and it measures roughly 9x10x10 inches.



Here is an ultra-exclusive item from Namco. It's a special Australian crystal that's etched on the inside by a laser. Inside is a beautiful 3-D model of the Rivelta Mercurio from Ridge Racer V!

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PL-616

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PL-614

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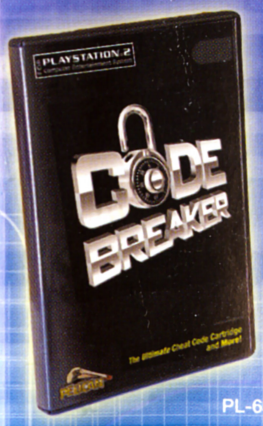
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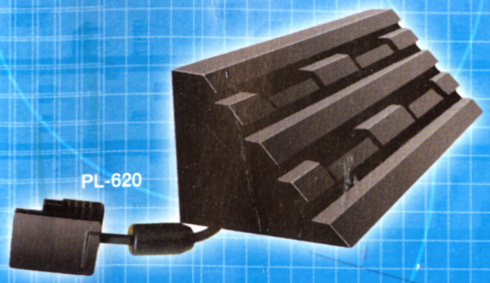
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PL-620



VERTICAL MULTI-TAP
- Designer look
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- Supports PS2 in it's vertical position



PL-625

SYSTEM SELECTOR
- Cool designer look
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- Interchangeable name plates for identifying each system

PL-611



DESIGNER RF SWITCH
- Gold leads
- Designer look

In Your Face Terror





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